

100% UNOFFICIAL FOR PLAYSTATION 2

ACTION REPLAY

INSIDE: ALL THE HOTTEST NEW PS2 CHEAT CODES!

PS2

GNARLY!

TONY HAWK'S UNDERGROUND

**TONY'S
BACK!**

REVEALED! THE ALL-NEW TONY LEADS
OUR **EXPLOSIVE** PREVIEW OF THE 20
HOTTEST **NEW GAMES** AND BIG NAMES!

USA ONLINE

THE FUTURE!

THOSE JAMMY YANKS are playing
online already. We tell you what games
to watch out for in the UK



TOMB RAIDER FINALLY HERE! GET THE FACTS - INSIDE!

INSIDE: MOVIES ■ GADGETS ■ MUSIC ■ X-MEN LEGENDS ■ XIII
■ JAMES BOND ■ RETURN OF THE KING ■ INDYCAR SERIES ■ ALIAS
■ HOW TO MAKE GAMES HARDER...OR EASIER ■ FIFA 2004 AND MORE

ISSUE 33
JULY 2003
£3.99



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thelace

For PlayStation®2

BUSTED!

ACTION REPLAY™ ULTIMATE CHEATS™

FOR USE WITH..... LARA CROFT
**TOMB
RAIDER**
the angel of darkness™



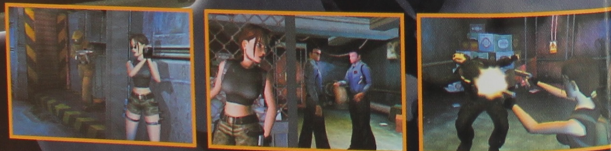
Ultimate Cheats™ lets you infiltrate enemy territory and complete dangerous missions with the greatest of ease. Now you can access high security areas and unlock Tomb Raider's™ biggest secrets!

Ultimate Cheats™ is packed with totally unauthorised cheat codes and game enhancements that have been specially created to help you get the most out of Tomb Raider: The Angel of Darkness™. All these codes have been carefully created using the world's most powerful cheat code technology, powered by Action Replay™.

Ultimate Cheats™ contains loads of top secret codes that even the game's programmers don't know about. Yet it's so simple to use - just load the Ultimate Cheats™ disc, choose which codes you'd like enabled, then load your Tomb Raider™ disc.

Now you can really take control of the action, and add mega replay value to your game.

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EDITOR'S WORD...

Welcome to the ultimate PlayStation2 mag!

Hot stuff this issue,

with the return of skateboarding god Tony Hawk to the PlayStation2. But this is not *Pro Skater 5* - the initial information makes it very clear that the game casts YOU as the star. And you can get off your skateboard too. The big news about Tony Hawk's *Underground* is just one of the highlights of our Race to the Top preview special this issue. We've taken a look at what emerged at E3, and then peered through time to the end of the year to figure out which games are going to be the biggest and, crucially, the best available. It all starts on Page 14.

Also, I appreciate you're probably busy playing *SOCOM* online, but you really should read our Online in the USA feature on Page 64. If you want to know just what great online games are already available in the US, and when they'll be out in the UK, this is the place to come.

Finally, allow me to draw your attention to this month's excellent coverdisc. Not only have we got some great cheats to make life easier in *Def Jam Vendetta*, *Silent Hill 3* and *Midnight Club II*, but we've also got some great new cheats to make things even tougher in games like *The Getaway* and *Vice City*. Skip to Page Six for more info.

Joeb

PS2 EDITOR
editor@psi-2.com



JOOLS' CHEAT OF THE MONTH

I've been seduced by the flashy trimmings and high-revving tartness of *Midnight Club II*. It's just so seductive, all that driving like an idiot around glamorous locations. And it rocks online.



PS2 03

MENU



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A round-up of tennis games on PS2.



We've got 13 pages packed with info and screens on the games that will be rocking your world over the next few months - including *Tony Hawk's Underground*. It's a *Race To The Top* and it starts on page 14.

GREAT COMPETITIONS

Yet another remarkably generous pile of goodies which make us at PS2 sick with jealousy if truth be known.

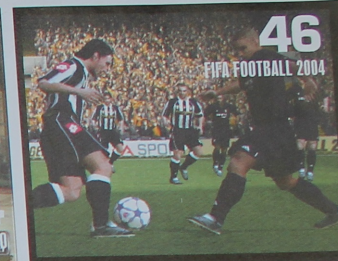


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DISC CONTENTS

ALL THE CHEATS YOU NEED - JUST LOAD 'EM AND USE 'EM!

DISC MENU

THE ULTIMATE PACKAGE FOR THE GAMER IN YOU **PLUS** MAKE YOUR GAMES HARDER!

PART ONE

Another truly stunning set of 100% unofficial, completely unauthorised, fully playable cheats is on our disc this month. All you have to do to use them is load the disc, select the cheat, load the game and start playing!



This month those cheat-tastic guys and gals at Datal have donated generously to our coverside, with loads of ready-to-run codes for the latest and greatest PlayStation2 games, all exclusive to PS2. Simply load up our PS2 Cheats sampler and find out why Action Replay is the world's most popular cheat code system!

Some people would rather eat their own hair than cheat at games. But there's much more to Action Replay than bread-and-butter 'max health' codes, useful though they are. This baby can extend your enjoyment of the biggest and best PS2 titles by letting you do things in a game that you shouldn't be able to, like walking through walls or floating through the air!

The full AR package comes preloaded with over 11,000 assorted codes and enhancements for an astonishing 400 PlayStation2 titles, breathing new life into even the most-played games in your collection. Think of Action Replay as a doctor (but without cold, clammy hands and a penchant for fondling your girlfriend's charlies). Quick as a flash, this trusty code system will dose you up with ready-to-run codes that'll knock your enemy for six.

Perhaps you're stuck in a tough game like X2 Wolverine's Revenge and could do with some infinite health? Or maybe you're running round in circles on Primal and need an Unlock All Levels code? Just boot up your trusty Action Replay and select the codes you need.

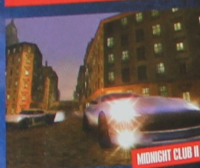
Action Replay grows with your game collection, arming you with exclusive new codes as soon as new titles are released. You can rattle in the new codes from our GameBusters section every month, or you can visit www.codejunkies.com which is updated every day.

Add to that a built-in multi-region DVD movie player and a memory manager that shrinks the size of game saves on any PS2 memory card, and Action Replay looks excellent value at £29.99. Buy it now from all good game shops including GAME, HMV, Virgin, www.amazon.co.uk and www.codejunkies.com.

IMPORTANT DISC INFORMATION

If you have trouble loading our PS2 Cheat Disc, here's some handy information. Switch on your machine and insert the disc. Press the SELECT button and then the PS2 button. The disc will load and the menu will appear. Press the SELECT button and then the PS2 button. The disc will load and the menu will appear. Press the SELECT button and then the PS2 button. The disc will load and the menu will appear.

PS2 CHEATS



MIDNIGHT CLUB II
All Cars Unlocked
All Abilities & Nitros
All Tracks & Cities
No Car Damage



NBA STREET VOL 2
Max Reward Points
All Rewards
All Trophies
Always Gamebreaker
Giant Head



SILENT HILL 3
Infinite Health
Infinite Ammo/No Reload
All Weapons
Very Tiny Heather
First Aid Kit Recharge



DEF JAM VENDETTA
TBC

Disclaimer:

We do our best to provide you with all the codes listed, but occasionally due to circumstances beyond our control, code content may be subject to change.



DOWNLOADABLE GAME SAVES

Back by popular demand! The incredibly useful game saves are back on the disc. Created by the same talented gaming stars who devise the Action Replay codes, these saves help make things that little bit easier for you. But these are only a taster. You see, what we really want are YOUR game saves. And we want to put them on the disc. We want TimeSplitters 2 maps, Pro Evolution Soccer 2 teams, raylays, the lot. Check out Page 11 in the News for more details. There are prizes!

THE SAVES

• APE ESCAPE II
Start with 999 Coins

• RED FACTION II
All cheats, All Levels

• MOTO GP 3
All challenges Gold

• BIG MUTHA TRUCKERS
All cheats unlocked

GAME SAVE INSTRUCTIONS

Make sure you have a memory card with a decent amount of space. Insert the PS2 coverdisc and then select the

Game Saves section from the menu. Select which game save you wish to copy from your memory card and then press X. An on-screen prompt tells you when the process is complete. When it is, switch off the machine, load your game as normal and load the appropriate game save.

WARNING: We advise you to back up to another memory card any existing saves you may have for the game in question. PS2 will not be held responsible for any loss of data.

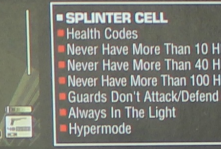
MAKE YOUR GAMES HARDER

We all know that Action Replay has got the whole 'let's make the game easier' thing sorted. It's the best. But did you know that Action Replay can also make your games harder? Well it can, and we've included a sample of cheats on our coverdisc to make some classic games harder.

PART TWO

We've a got a challenge for you as well. Use the GTA Vice City Pedestrians Attack You code on the disc and then go and begin the rampage near the lighthouse, the one where you have to kill as many gang members with a Molotov cocktail as possible. Start timing yourself and see how long you can last after the rampage has been completed. But you must stay on foot. We managed three minutes 15 seconds. Drop us a line at Disc Challenge, PS2, Beacon Place, Opal Way, Stone, Staffs, ST15 0DG and we'll print the best times in the mag.

• THE GETAWAY
• Cops are Everywhere
• Speed Codes
• Super Speed Mode
• Hypermode
• Always Have Half Normal Ammo



• SPLINTER CELL
• Health Codes
• Never Have More Than 10 HP
• Never Have More Than 40 HP
• Never Have More Than 100 HP
• Guards Don't Attack/Defend
• Always In The Light
• Hypermode

• CONTRA: SHATTERED SOLIDER
• Always On Last Life
• Always Have No Credits
• Gun Codes
• Always Use Rapid Fire Gun
• Always Use Flame Gun
• Always Use Grenade Gun



• SHINOBI
• Shuriken
• Deplete Quicker
• Slash Gauge
• Depletes Quicker
• Health Depletes Quicker

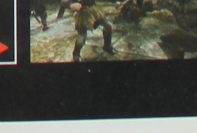
• GTA VICE CITY
• Raging Pedestrians
• Press R1+R2+UP
• Pedestrians Attack You
• Press R1+R2+DOWN
• Pedestrians Have Weapons
• Press R1+R2+LEFT



• LOTR: THE TWO TOWERS
• HARD-monsters have loads of HP
• HARD-ultra fast enemies

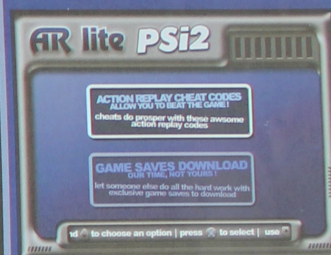


• BLOOD OMEN 2
• Enemies hypermode (hard mode)



There are a lot of games out there that could do with being a little harder. But only really hardcore gamers want a tough game like The Getaway to be made more difficult. Which is where these cheats come in. I want you lot to try and see just how good you are. Can you complete the game with cops everywhere? I bet you won't even last five minutes. Go on, have a go, I dare ya!

DAVES CHOICE



PLAYABLE CHEATS

Insert the coverdisc into your PS2 and use the D-Pad to navigate the menu and select AR2 Code Engine. In that menu, select the cheat you want to use. The drawer on your PS2 opens. Take out the cheat disc and insert the game disc. Close the drawer and enjoy the game.



LOOKING FOR NEWS IN THE DARKEST CORNERS

News

▶ A PLAYSTATION HANDHELD? WONDERS WILL NEVER CEASE...

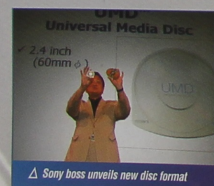
"THIS IS THE WALKMAN OF THE 21ST CENTURY"

△ SCEI boss Ken Kutaragi, May 2003

SONY GOES PORTABLE

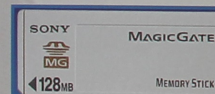
Sony Computer Entertainment blew the roof off last month's Electronic Entertainment Expo (E3) with its shock announcement of a new portable gaming machine, the PlayStation Portable (PSP). The news took the entire videogames industry by surprise, with not even a rumour of such an announcement emerging before the show.

The machine was announced by Ken Kutaragi, President and CEO of Sony Computer Entertainment and the godfather of the PlayStation. He tantalisingly described it as "the Walkman of the 21st century".



△ Sony boss unveils new disc format

leading some industry insiders to speculate this new machine may be able to entertain us with a lot more than just games. Also, the press release described the handheld device as a 'portable entertainment platform'.



Although no prototype was available for inspection by the assembled journalists, a comprehensive breakdown of the specifications was made available, and again these specs suggest a good deal more functionality than just games.

At its heart is a processor built using the latest 90nm semiconductor technology, which means it's going to be small and quick. Sony begins rolling out PC-based development hardware as soon as the

autumn. The fact the hardware is PC-based has lead one industry-watcher to speculate that the machine has deliberately been made 'easier' to develop for than the PS2. The graphics engine uses standard polygons and NURBS rendering (which delivers better

△ The Memory Stick is used in Sony's cameras, camcorders and other devices, which suggests the possibility of the PSP being used as an image viewer as well as a games machine.

curves for less processing time). The consensus among tech experts is that this machine will be at least as powerful as the original PlayStation, probably more so, and that means plenty of great-looking games.

Although specifics of the controller layout weren't outlined, some Sony sources hinted a cut-down version of the Dual Shock layout will be used, and that's informed our artist's impression, above. Memory functions are handled by Sony's Memory Stick device.

NEW HANDHELD PROMISES GAMES AND MORE

Sony said the PSP will play back around two hours of DVD-quality video thanks to the use of MPEG 4 technology. MPEG 4 is the latest video compression standard, offering high quality at a low data rate. A low data rate means less processing power and memory space is required for high-quality video.

MOVIES? PHOTOS?

The screen will be approximately 4.5" in size, using the latest backlit TFT LCD technology. Some industry watchers are suggesting the 16:9 aspect ratio (the same as a widescreen TV and most movies) means it's been designed with watching movies in mind. Sony certainly has the content, through it's Sony Pictures division, so don't rule this out.

The new Sony-designed disc format, which carries 1.8Gb on a 60mm optical disc encased on a cartridge, is certainly big enough to store a movie, not to mention some very big games. Christened the Universal Media Disc (UMD), it may have the potential to replace Sony's Minidisc format. Historically discs have been cheaper to

mass-produce than cartridges, so we should see games priced at a level below where GBA games are pitched now, which is often £30 or more.

Built-in stereo speakers and a stereo headphone jack, something conspicuous by its absence on the GBA SP, mean that audiophiles are catered for. As the machine also has USB 2.0 connectivity (so it can be connected to a PC, PS2 or another PSP), expect to see the machine and the disc used for music playback as well as video and still image viewing. The machine is powered by a rechargeable lithium-ion battery, similar to those found in mobile phones.

"Along with game applications", said Kutaragi, "PSP has a huge potential for delivering other forms of entertainment, as well as live entertainment through the network, anywhere, anytime. This is the Walkman of the 21st century".



An artist's impression

△ An GBA SP-inspired artist's impression found at pazgamers.com

Nintendo, producers of the GBA SP and ruler of the handheld gaming market, said, "We're not worrying about it. We'll just keep on innovating in games".

Ultimately this machine seems designed for two purposes, one of which is to play games. The other is to give consumers a device that solves their every entertainment and viewing need. The idea being they'll get all that entertainment through Sony. Games, video and music all in one device? Potentially enormous.

'PSP' SPECIFICATIONS

Platform name:	PSP™
Display:	Wide screen (16:9) TFT LCD with backlight (480 x 272 dots)
Disc medium:	'UMD' 60mm optical secured ROM disc with cartridge (1.8Gb)
Video CODEC:	MPEG4
Graphics:	3D Polygon/NURBS
Sound:	PCM (built-in stereo speakers, stereo headphone output)
I/O:	USB 2.0, Memory Stick™ slot
Battery:	Rechargeable (lithium-ion)

IN BRIEF



FINAL FANTASY XI & HDD CONFIRMED FOR US



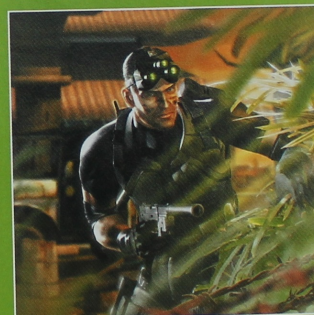
△ Can the PSP outdo Nintendo's celebrity endorsed GBA SP?

BUT NO NEWS ON EURO LAUNCH

■ Square's persistent online multiplayer roleplaying game, *Final Fantasy XI*, has finally been confirmed for release in the United States, alongside the PS2 HDD (hard disc drive) which is essential for playing the game.

The game appears late this year in the States, and will probably include the expansion pack *Rise of Ziraat*, which has just been released in Japan. Publisher Square Enix has designed the game to allow US and Japanese players to play alongside one another in the same game, so it's important they have the same content.

As yet there's been no word from Sony Europe on when, or indeed if, there will be a European release.



PANDORA'S MULTIPLAYER BOX IS OPEN

▶ The next instalment of *Splinter Cell* will be with us in Spring 2004. Ubi Soft has confirmed very little beyond the fact that Sam Fisher has a new game, *Splinter Cell: Pandora Tomorrow*, and the release date. But there's one more juicy nugget of loveliness; the game will feature online multiplayer action. Quite what shape this will take is unknown, but we're hoping for plenty of agent-versus-agent action, massive co-operative missions and the tingling sensation of hiding in the shadows as another online competitor sneaks past without spotting you. Maybe one team are agents and another plays guards with bigger weapons.

SAM

FISHER RETURNS

IN BRIEF CONT.

PS2 VOICE CHAT NATTER WITH DISTANT FRIENDS



AOL has teamed up with Sony to offer online voice chat software and more for the PS2. The product, called AIM Talk, uses AOL's existing instant messenger technology to allow PS2 users equipped with a headset (such as Date's Talk Net USB headset) to natter away with other PS2 and PC users. Text messages are also possible. Naturally, all this is only available to gamers in the US with a PS2 and a hard drive. Again, there are no plans to launch the system in the UK, but US users can look forward to accessing radio stations and movie trailers or watch expert gamers play the latest games in the AOL Player's Club through this specially-designed AOL service. No launch date has been set as yet but autumn looks likely.

AOL Time Warner

SOCOM 2

ONLINE SUCCESS SPRAWNS SEQUEL



The most successful online game in the US, *SOCOM US Navy Seals*, is to get a sequel, *SOCOM II*. The basic package has been added to and tweaked, so we'll see new weapons, new single-player missions, more online gameplay modes and enhanced community support. The game releases in the US prior to Christmas, and we expect a Spring release here in the UK.



10 PS2

GT4 FOR CHRISTMAS... THAT'S A QUICK LAP



Despite its existence having only been confirmed at E3, *Gran Turismo 4* goes on sale before Christmas, and that's in the UK as well.

The game, the fourth in the series of highly realistic racing games and the second on the PlayStation2, was unveiled at E3 and is looking incredible. It features many more cars, many more varied tracks and has an online racing mode. Go to Page 14 for more coverage.

The official release date is listed simply as winter 2003, while some online retailers are being more specific, suggesting December as the likely month of release. Of course, a lot can happen between then and now, so we wouldn't be overly surprised to see the game slip a little into 2004.



PS2 NEWS

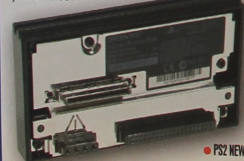
NETWORK ADAPTER OUT NOW

BUT SHORTAGES COULD BE A PROBLEM

Sony's PlayStation2 Network Adaptor finally landed in the shops on June 11th, for the very reasonable price of £24.99. But just prior to launch there were fears that there wouldn't be enough packs around to satisfy demand, which was stimulated by the very successful beta trials. Demand outstripped supply in the US when the Network Adaptor (sic) was launched.

The Network Adaptor can also be bought bundled with *Twisted Metal: Black Online* for £39.99, while *SOCOM*, complete with USB headset, is on sale at £49.99. The combination of very competitive pricing, a long gestation period and high initial anticipation for online gaming on the PlayStation2 may mean that there simply won't be enough to go around.

If you can't wait to get online though, there is another route, one that won't involve Sony. Simply get yourself to www.codejunkies.com or any good high street retailer and purchase Date's GoNet. This is an ethernet adaptor, just like Sony's Network Adaptor, but it plugs into the USB port at the front of the PS2 for easy access, and you can play online games through it just as well. It retails at just £19.99.



PS2 NEWS

US PRICE CUT FOR PS2

MAKE WAY FOR NEW MACHINE



US gamers will be able to pick up their PS2s at the knockdown price of \$179, down \$20, but not for long. The price cut is designed to clear out old stock and make way for the new model, the SCPH-5000, which we reported on last month. It offers new DVD functionality and an infrared receiver for a DVD remote. This machine will be bundled with a Network Adaptor, and will retail at the original price of \$199, which is still a saving of \$20.

The only change in Europe has been the introduction of a new bundle offering a PS2 and one of five games for £169.99.

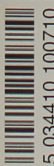
PS2 NEWS

GAME £5 OFF VOUCHER

WHEN YOU SPEND £30 OR MORE ON ANY ONE PRODUCT IN ANY GAME STORE

Terms and conditions:

1. Valid against any one product costing £30 or more.
2. This voucher is not exchangeable for cash and is non-recoverable.
3. This voucher cannot be used in conjunction with any other offer or against sale items.
4. Voucher valid from June 10th to July 20th.
5. Voucher is redeemable at any Game Store in the UK or Eire.
6. This voucher cannot be redeemed against pre-owned purchases.
7. Offer only valid upon redemption of this voucher.
8. This offer may be withdrawn at any time without prior notice.



PS2

SNAKE TRAILER WOWS SHOW

11 MINUTES OF SNAKE SEDUCTION



The first full trailer for *Metal Gear Solid 3: Snake Eater* debuted at May's E3 show in LA, and it revealed there will be a huge change in setting and time. These stills have been grabbed from the epic trailer that shows the changes we can expect on *MGS3*. *Snake Eater* is set in the jungles of south-east Asia during the early Sixties, just prior to the US going to war against Vietnam. This has led to all sorts of speculation that the figure in the trailer is not Snake but Big Boss, his clone. As usual, Konami is playing its cards very close to its chest, and we bet Kojima just loves watching us tie ourselves in knots trying to analyse every second of the trailer. So enjoy these screens from the trailer, and then check out further coverage and screens of *MGS3: Snake Eater* on Page 16.

PS2 NEWS

MAFIA MOVES IN



SEND US YOUR GAME SAVES!



WIN SOME GREAT PRIZES

Check out this month's free disc - we've included a number of game saves. To use them, simply download to your memory card and access them from the appropriate game. And now we are giving you the opportunity to send in your game save and get it published right here on the cover of PS2.

It's very simple. If you have an Xport (see www.codejunkies.com for more info), just email the file to editor@ps2-2.com. If you don't have an Xport, just send in your memory card to Game Saves, PS2, Thin Lee Media, Beacon Place, Opal Way, Stone Staffs ST15 0DG, along with your name and address. We'll copy the save then send the card straight back to you. We recommend you use at least recorded delivery.

Have you got a *Tony Hawk's* 4 skate park that just has to be seen by the wider world? A new *TimeSplitters* 2 level that you just have to share? Perhaps a cracking track from *Midnight Club II*, or a replay from *Gran Turismo* 3?

We'll use all the good ones on our coverdisc and the best each month gets something special from our heading games cupboard.

PS2 NEWS

OUT THIS MONTH

JUNE/JULY

NETWORK ADAPTER

SCEE
JUNE 11TH
Get online! Now!

SOCOM US NAVY SEALS

SCEE
JUNE 11TH
Single-player and online special forces action.

TWISTED METAL: BLACK ONLINE

SCEE
JUNE 11TH
Online driving and violence

TOUR DE FRANCE CENTENARY EDITION

KONAMI
JUNE 13TH
Konami pedaling even more tired games.

TOMB RAIDER ANGEL OF DARKNESS

EA GAMES
JUNE 20TH
Finally the be-cheded heroine pops out.

CLOCK TOWER 3

CAPCOM
JUNE 27TH
Slightly perry action adventure in classic Capcom style.

F1 CAREER CHALLENGE

EA SPORTS
JUNE 27TH
Build a career in Formula One.

TRIBES: AERIAL ASSAULT

UNIVERSAL
JUNE 27TH
Online futuristic shooting gameplay.

CHARLIE'S ANGELS

UBI SOFT
JULY 18TH
Really, don't bother.

CHARTS

FULL PRICE

- 1 ENTER THE MATRIX
- 2 MIDNIGHT CLUB II
- 3 SPLINTER CELL
- 4 GTA VICE CITY
- 5 THE SIMS
- 6 THE GETAWAY
- 7 X2 WOLVERINE'S REVENGE
- 8 FIFA 2003
- 9 EA SPORTS
- 10 TIGER WOODS 2003
- 11 EA SPORTS
- 12 PRIMAL
- 13 SCEE

Official UK Leisure Software Charts © ELSIPA
compiled by Chart Track.

IN BRIEF CONT.

MATRIX GETS CHEATED

ULTIMATE CHEATS JACK IN

■ Data's Ultimate Cheats label has busted wide open the game of the summer. Enter the Matrix. This Ultimate Cheat device, which unlocks all sort of unofficial cheats and tricks, can be picked up at any good games retailer or at www.codejunkies.com for around \$9.99. Keep an eye out for similar Ultimate Cheats products for *Silent Hill 3* and *Tomb Raider: Angel of Darkness*. **PS2 NEWS**

STOP PRESS!

PS2 GOES SET-UP

NEW 'PSX' AIMED AT CONSUMER NOT GAMER

■ As we went to press, Sony Japan unveiled the PSX, essentially a PS2 reworked and given added functionality to attract the non- or casual-gaming electronics consumer. The launch is in response to Sony's faltering financial position as the PS2 has only just repaid its development costs.

The PSX can record to DVD-R and record television to the built in 120Gb hard drive thanks to its TV tuner. It also has Memory Stick and USB 2.0 compatibility (just like the PSP) and broadband ethernet capability right out of the box.

As it uses the same chipset as the PS2, it can play PS2 and PSone games. It's trying to be an all-singing all-dancing multimedia entertainment machine. The sleek silver shape is designed to catch the eye of the image-conscious consumer.

The PSX (which was the prototype name for the original PlayStation) will be released in Japan late this year, but won't make Europe or the US until late 2004 at the earliest. Sony would make no comment about possible prices. Finally, this is NOT the PS3 and it will not replace the existing PS2. We'll have more next issue.

PS2 NEWS

LARA CROFT TOMB RAIDER: ANGEL OF DARKNESS

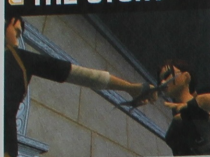
PS2 NEWS

NEW SCREENS, A CONFIRMED RELEASE DATE AND A HANDS-ON TEST AT E3!

■ Finally we have a release date and hands-on feedback for the *Lara Croft: Tomb Raider: Angel of Darkness* from the recent E3 show in LA. June 20th sees everyone's favourite action adventure heroine hit the shelves – or at least that's what Eidos was saying as we went to print. Simply put, though, the company, quoted on the UK stock market, cannot afford to see the game to slip into its next financial year, which begins July 1st. It has to come out before then so the revenue can be counted into the current financial year, otherwise shareholders will feel very let down.

PS2 TR UPDATE!

THE STORY



teams up with the second playable character in the game, Kurtis Trent, whose interests in locating valuable paintings tie in directly with Lara's. For purely selfish reasons, Kurtis teams up with Lara to complete a series of dangerous missions.

This new *Tomb Raider* adventure is split into three parts, starting in Paris with Lara Croft accused of murder. The victim is none other than her one-time mentor Von Croy. Cue a hasty retreat through the dark Parisian streets, relentlessly pursued by the police. Lara must piece together a puzzle surrounding the conspirators seeking her downfall, led by an unscrupulous evil character named Eckhardt. Lara

NEW AND IMPROVED

Technically, the new Lara Croft is a digital marvel of gaming development. A marriage of mesh, bone and clothing, with high resolution detail all over. Lara's face has undergone extensive digital surgery – she's been remodelled, and now sports the proportional characteristics of a good-looking brunette.

Lara's standing pose now has a geek-teasing hip-swaying motion, while the mechanics of her upper torso gently inflate and deflate with each breath. This is all possible thanks to a strip-down of Lara's former 500-polygon body to create a new next-generation Lara, with over 5000 polygons in action.

CHECK OUT THE FULL REVIEW ON WWW.PSI-2.COM ONLINE NOW!

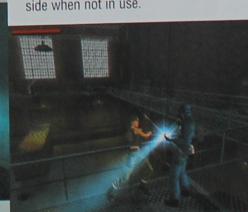
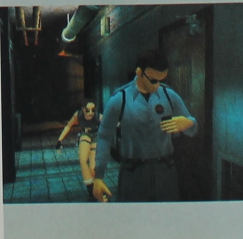


HANDS ON AT E3

A playable demo was available at this year's E3. It's been some time since we've seen the big-boobed wonder waddling around. To be honest, it's a bit of a relief to see the game actually exists and wasn't just a big joke to keep Eidos shareholders happy. The PS2 incarnation seems to be fighting to shed the toms in favour of more modern settings. This new look is accompanied by an array of new moves for players to master.

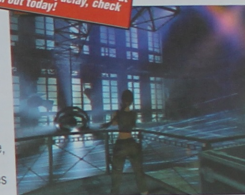
Moving Lara around, you can also toggle between walking and running, as well as a sprinting. The vertical jump/reach is still there, and Lara can also do the quick-roll-and-turn-around as in previous titles. Plus she can shimmy sideways too. Expect to have to master some jumping skills to leap some nasty gaps.

Lara's look is more modern/casual, a street look for the new game (part of Core Design's attempts to refresh and modernise the series). She wears a short denim jacket and jeans in the demo we played, although her outfits will clearly change throughout the game. When she's armed with a pistol, she grips it with both hands and holds it up, much like the desert eagle in previous games. It's to her side when not in use.



attacking out of view. Looks-wise the game's quite rough and jagged at the moment, looking a little like an early PS2 game in some areas. We just hope when it's finally released both the camera and graphics get sorted out, otherwise it might be more a case of Doom-raider. For a full review of *Lara Croft: Tomb Raider: Angel of Darkness*, get online and visit www.psi-2.com, where we give the new Lara a good going over.

CODE ALERT!
Amazing Lara Croft: Tomb Raider: Angel of Darkness cheat codes are online right now at www.codejunkies.com. Don't delay, check them out today!



Models and environments look good so far (the club is particularly well lit). The only problem is the iffy camera (surprise), which occasionally prevents you seeing the action or tackling enemies

ADVERTISEMENT

MAX IS COMING!

Race To The Top...

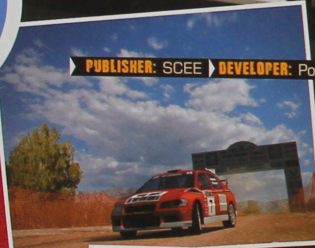
PSi2
FEATURE

LAST MONTH A LOT OF TIGHT-LIPPED INDUSTRY BODS SPILLED THE BEANS ON SOME OF VIDEOGAMES' BEST KEPT SECRETS AT THE E3 GAME SHOW, L.A. HERE'S PSi2'S DEFINITIVE EXPOSE, DETAILING EXACTLY WHAT WE SHOULD BE LOOKING FORWARD TO LATER THIS YEAR AND BEYOND.



GAME TRENDS HAVEN'T I SEEN THIS BEFORE SOMEWHERE?

The power of the licence lends more clout to successful publishers such as Electronic Arts. Out of the 16 PS2 titles in its line-up, only one was neither a sequel nor based on existing properties. TV and movies can provide the best inspiration and opportunity to make a fast buck, and we're going to see a mixed bag of quality and mediocre offerings over the next year. The biggie this year will undoubtedly be EA's *The Lord of the Rings: The Return of the King*. But for more on that, read on...



PUBLISHER: SCEE DEVELOPER: Polyphony Digital Inc RELEASE: Christmas 2003

GRAN TURISMO 4

Guaranteed to appear on every gamer's list to Santa (along with a network adapter), the most popular racer known to man is back. You know the score with the meaty Sim Mode. Start from the bottom and earn your way up the ladder, acquiring licences and earning spondulies. Unlock cars and complete in various championships.

GT4 uses the tried-and-tested mechanics of GT3 A-Spec, and has improved features including more cars, courses, race modes, a tweaked AI and online

gameplay. The Online Mode features a system for players to race with up to five other competitors, chatting and exchanging road rage with others in the online racing community.

Authenticity of experience has never really been a problem for the guys at Polyphony Digital. Here, a new

LEADING CONTENDER

physics engine accounts for weight, speed, friction, wind factors etc, and new technology mixes real-time action with photo-fixed backgrounds. Just watch those leaves rustle on the trees as you speed by.

2



PUBLISHER: Codemasters DEVELOPER: Codemasters RELEASE: November 2003

COLIN McRAE RALLY 04

The stalwart McRae Rally franchise goes on. This time we have improved audio for more realistic car sounds, better environments and new replay cameras as well as new modes. Give your motor a clattering in a new Open Championship, Rally and Stages Modes, each with

single or multiplayer options including co-operative and team challenges. In Stages or Rally you can race against the clock or go split-screen two-player. And saved runs are seen as a ghost car, which can then be competed against to hone times.



HEAD TO HEAD

HOW DO THEY FARE BUMPER TO BUMPER?

1 GT4

- An available online community
- Choice of arcade or simulation-styled modes
- More than 500 authentic cars, from vintage to modern
- Up to 100 tracks ranging from closed race circuits to specially-designed city courses (race in New York and the Grand Canyon)
- 'Real-life' car physics
- 'Broadcast quality' graphics

2 COLIN 4

- Purist rally sim
- New single and multiplayer modes, plus co-op play
- Custom Rally (create favourite stages to save and play at any time)
- Improved visuals, handling physics and tough damage settings
- 40 tracks over four shakedown stages through eight countries (featuring the UK, Australia, USA, Finland and Japan)
- Over 20 vehicles, plus houses

PUBLISHER: Eidos DEVELOPER: Climax RELEASE: Late 2003

THE ITALIAN JOB

This game's based on this summer's movie remake. Rip around traffic-filled streets in your super-charged Mini Cooper, taking on the role of Charlie Croker and his gang members. Play in Story, Circuit Racing (for one or split-screen for two) or Stunt Driving Modes. Story Mode features 15 film-based missions, featuring locations such as the Hollywood Hills and LA's storm drain system. Test your skills in Stunt Mode. Or choose a different vehicle including a 'muscle car', an armoured truck and cable van.

Promises good driving physics and plenty of scope for vehicle damage. With hidden movie extras too.



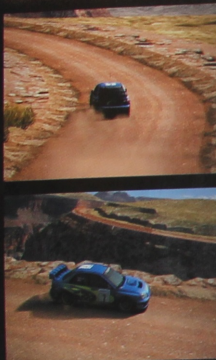
PUBLISHER: SCI DEVELOPER: Pivotal RELEASE: Sept 2003

THE GREAT ESCAPE

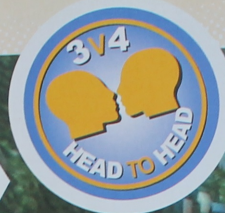
This Steve McQueen movie translates perfectly to the stealth-em-up. Your main objective is to escape from the Stalag Luft III German POW camp, playing as four of the key characters from the movie. The McQueen character Virgil Hilt is the escape master, MacDonald speaks German to distract the guards, Sedgewick is the mechanical handyman and Hendley's light fingers can supply whatever's needed. The action takes place from the mountain-top POW camp to a moving train, and the famous motorbike ride through heavily-guarded German countryside. Weapons feature sub-machine guns, semi-automatic pistols and sniper rifles. Vehicles include the bike, jeeps, trucks, APCs and fuel tankers.



Game: Gran Turismo 4
Publisher: Sony Computer Entertainment Europe
Genre: Driving
Due: December 2003
Players: 1-6 (online)



SCREEN BLAST



3



PUBLISHER: Konami **DEVELOPER:** Konami **RELEASE:** 2004

METAL GEAR SOLID 3: SNAKE EATER

On first hearing the rumours, we thought this snake-gobbling business could be a joke. But no, E3 and a new trailer confirmed to us that this is in fact the title of Hideo Kojima's forthcoming *Metal Gear Solid* game. The impressive teaser showed Snake on a jungle mission, using a thermal-imaging sniper scope, biting huge nags out of a fish, shooting and eating a snake and slaying masked assassins. All in Dolby 5.1 ambient sound too.

Our eager journo has so far been chucked a few scraps of information. We know the game follows the usual 'stealth and infiltration' theme, a Russian storyline re-emerges, and the timeline looks to be set

in the Sixties. A major part of gameplay involves jungle 'survival', and Snake can hunt and feed upon different animals, developing food preferences throughout the game. Integral? We're not yet sure how this relates to overall gameplay.

A new game engine has been created to both deal with a natural jungle environment and accommodate the wide-open spaces needed for the forthcoming *Metal Gear Online* (most likely to be the next

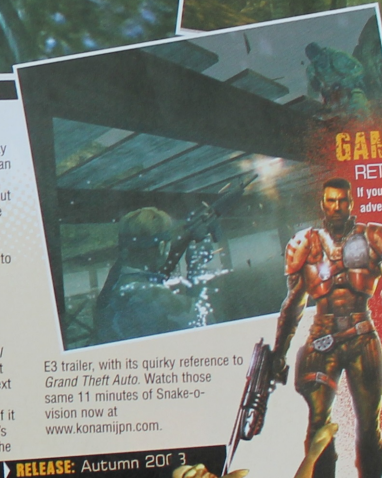
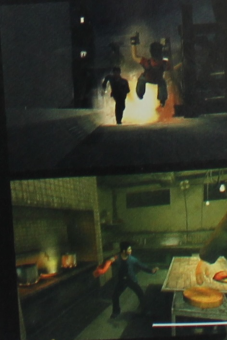
Metal Gear project). Kojima has mentioned that the stealthy tension of it all will be broken up by his dev team's distinct sense of humour, shown in the

ODDS-ON FAVOURITE

PUBLISHER: SCEA **DEVELOPER:** In-house Foster City Studio **RELEASE:** Autumn 2003

RISE TO HONOUR

Produced with the help of Jet Li, who also stars as a character in the game, *Rise to Honour* unsurprisingly boasts all the ingredients of a Hong Kong action flick. An innovative 360-degree martial arts fights system allows you to battle multiple enemies in high-energy hand-to-hand and weapon-based gameplay in any direction simultaneously. Motion-captured moves plus creative direction from both Li and action director Cory Luen add to the movie feel. Li plays Kit Yun, a bodyguard to gang boss Ching, who becomes snared into a web of alliances and hidden agendas.



GAME TRENDS

RETRO-PERSPECTIVE?

If you look at the majority of PS2 action adventures, you see the purist first-person shooter is fast becoming a dying breed. The preferred option for the point-and-click PC brigade, this lost viewpoint has most likely been abandoned by developers because of the added complications of transferring it to the console D-pad. Even so, future titles to watch out for include Sony's *Kin* (no announcements at E3, preferring to keep us guessing), and *Half-Life 2* (possible PS2 release) and possibly Ubi's *Far Cry*.

E3 trailer, with its quirky reference to *Grand Theft Auto*. Watch those same 11 minutes of Snake-o-vision now at www.konamijpn.com.



HEAD TO HEAD

REPTILE-DIGESTING SNAKE VERSUS YOUR SYPHON FILTER OPERATIVE...

3 MGS3 (more details revealed next issue)

- Play as Snake, killing, hunting and eating – ugh!
- The online potential is there
- The more open jungle environment
- Involves quality stealth

4 SYPHON FILTER: TOS

- Four-player co-op play online
- 'Lock on' to bust away individual body parts
- More than 100 weapons and gadgets
- Seventeen single-player missions
- Environments three times larger than in previous games, from Yemen to Toronto

4



PUBLISHER: SCEE | DEVELOPER: SCEA | RELEASE: Winter 2004

SYPHON FILTER: THE OMEGA STRAIN

This game is the last chapter in the *Syphon Filter* story. Previously we played as Gabe Logan, but this time you create your own game hero to work within Gabe's reformed agency, customising your look, uniform and equipment. It's all about investigating a virus outbreak using tactical strategy and the right choice of weapons to bring down the terrorists. Expect four-player co-operative peer-to-peer online play and a lethal arsenal of new, high-tech weaponry.

The highlight here is the online play. Players can take on terrorists alone or band together with up to three other agents online as a united fighting force, communicating via a *Syphon Filter: The Omega Strain*-compatible headset such as Dattel's Talk Net for strategic play. Not only will you discover areas exclusive to online play, but teamwork skills are tested as you encounter obstacles that need two or more players to overcome.

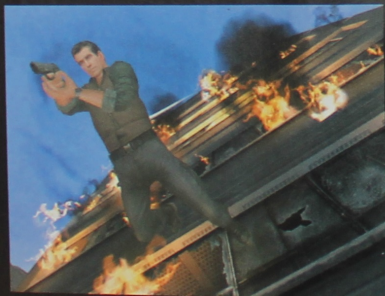
LATE ENTRANT



PUBLISHER: Electronic Arts | DEVELOPER: Electronic Arts | RELEASE: Winter 2003

JAMES BOND 007: EVERYTHING OR NOTHING

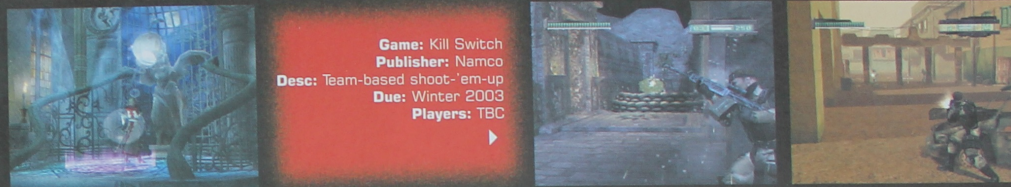
This new adventure is a departure from the first-person action of EA's previous two Bond games. You now play from the popular third-person view so you can fully check out the cyberscanned and suave Pierce Brosnan. Missions take place in the French quarter of New Orleans, a mountain fortress in Peru, a secret facility in Egypt and Red Square in Moscow, with on-foot exploration as well as flash cars, motorcycles, helicopters and tanks. E3 also revealed that American Pie's Shannon Elizabeth plays Bond girl Serena St Germaine, who, according to EA, should play a significant role in the game. There's also two-player co-op missions and four-player arena games.



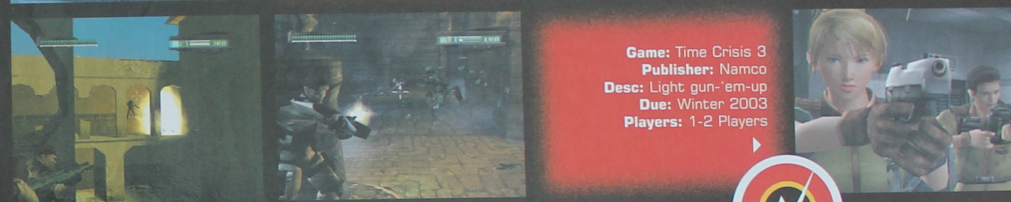
Game: Castlevania: Lament of Innocence
Publisher: Konami
Desc: Vamp-'em-up
Due: November 2003
Players: 1



Game: Kill Switch
Publisher: Namco
Desc: Team-based shoot-'em-up
Due: Winter 2003
Players: TBC



Game: Time Crisis 3
Publisher: Namco
Desc: Light gun-'em-up
Due: Winter 2003
Players: 1-2 Players



SCREEN BLAST



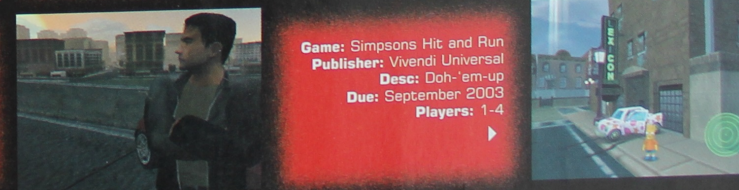
Game: Dog's Life
Publisher: SCEE
Desc: Dog-'em-up
Due: September 2003
Players: TBC



Game: Need For Speed Underground
Publisher: Konami
Desc: Race, er, -'em-up
Due: Spring 2004
Players: 1-4



Game: True Crime: Streets of LA
Publisher: Activision
Desc: Arrest-'em-up
Due: September 2003
Players: TBC



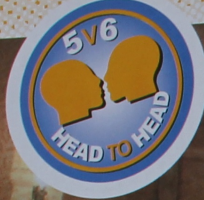
Game: Simpsons Hit and Run
Publisher: Vivendi Universal
Desc: Doh-'em-up
Due: September 2003
Players: 1-4



GAME TRENDS

HELLO? WHERE ARE THE NEW GAMES?

The one question to start a burning debate amongst both gamers and developers would probably be 'are there too many sequels?' With licences and franchises on the increase, does this mean no fresh and original ideas? In the hands of the right developer (look at your GTA's, Colin McRae's, etc), it's good to see a particular game continue over the years. Our job is to sift through the re-hashed crud to find the quality.



5



PUBLISHER: Ubi Soft | DEVELOPER: Ubi Soft Montreal | RELEASE: November 2003

PRINCE OF PERSIA: THE SANDS OF TIME

Another old title gets the next-gen action adventure revamp. Ubi's development team has worked closely with Jordan Mechner (creator of the original *Prince of Persia*) on storyline, cinematics, programming and general game design. Playing as the Prince (and, of course, helped by a beautiful princess), you face mythical and legendary forces on a quest to lift his own ill-placed curse from his father's palace.

Time', and when used, the Prince can erase the past, behold the future and freeze the present in real-time.

FANCIED ARABIAN

We're told that the Prince's powers are of 'mythic' proportions (so expect plenty of spell effects) to complement his combat acrobatics and plentiful fighting combos. But his most significant skill is the ability to bend time. Ubi's team calls this technology 'The Sands of



PUBLISHER: Ubi Soft | DEVELOPER: Ubi Soft | RELEASE: Winter 2003

BEYOND GOOD AND EVIL

A whopping three years in development, *Beyond Good and Evil* is created by franchise-master Michel Ancel (who gave us *Rayman*). *Beyond Good and Evil* runs on the 'Jade' game engine, which has been designed specifically to open up a free-roaming galactic quest for its heroine of the same name. What we've seen so far displays the rich colour typical of Ancel's game design, where Jade must combat an alien race and all-round conspiracies using force and stealth of the cartoon variety. These latest screens give a little away about what we can expect from gameplay, but details are so far skimpy on the ground.



Race to the Top....



PUBLISHER: Vivendi | DEVELOPER: Black Isle Studios | RELEASE: Winter 2003

BALDUR'S GATE II

A sequel to 2002's *Baldur's Gate Dark Alliance*, this new adventure offers a substantial fix of fantasy RPG-style gaming based upon exploration and slaughter. There was some nice attention to detail in the previous game, so expect similar large, detailed environments, new monsters, hidden areas, secret characters, more spell effects and hundreds of potion pick-ups and the like. The hack-'n'-slash adventure also offers five new characters, each with distinctive powers, appearances and abilities that develop throughout the game.

The nitty-gritty of gameplay and characters is still being kept largely under wraps right now, but what we do know is a branching storyline allows the player to choose how they want to play the game, making each experience unique. Also, the new item creation system allows you to forge unique magical weapons and armour from raw components.

STILL GOOD ODDS



HEAD TO HEAD

A PRINCELY VICTOR OR ENCHANTED POTION?

5 PRINCE OF PERSIA

- Exotic worlds and large kingdoms to explore
- A *Splitter Cell* pedigree
- The Prince's mystical powers
- 'The Sands of Time' technology
- Nostalgia value

6 BGDAIL

- Over 40 levels of action over four acts
- Two-player co-op mode
- A new item creation system
- Five new customisable characters



PUBLISHER: EA BIG | DEVELOPER: Electronic Arts | RELEASE: Autumn 2003

FIFA FOOTBALL 2004

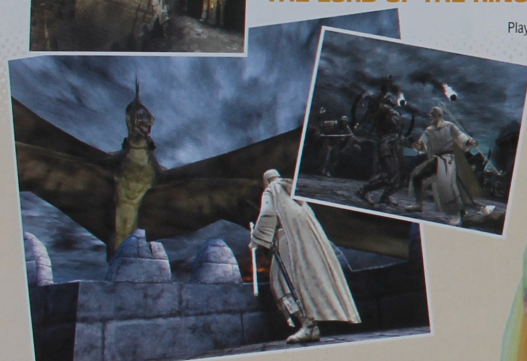
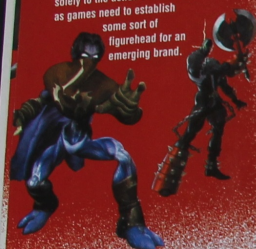
The main addition for the 2004 outing is a new Career Mode, incorporating the Ultimate Player Manager Challenge, which means you can drag a team up from the lower divisions, battle through ranks, sign new players and turn them into footie icons. Incorporating deeper team AI, tactics, playing styles and player personalities, there are more than 500 official licences, including 16 leagues, 350 teams and 10,000 players available. Plus over 300 new crowd chants and improved 'broadcast-style' commentary.



GAME TRENDS

STAR QUALITY

Strong character-based games are on the up as the charisma factor becomes increasingly important in order to keep us glued. These aren't restricting themselves solely to the action adventure genre either, as games need to establish some sort of figurehead for an emerging brand.



PUBLISHER: EA **DEVELOPER:** EA **RELEASE:** Autumn 2003



SSX 3

A re-tuned extreme sports experience where you can choose how you play, competing in Race, Big Air, Slope Style and Super Pipe events, or at the last minute opting to take off and freestyle. It introduces four new rivals (Allegra, Nate, Griff and Viggo) that join the returning Elise, Mac, Kaori, Psymon, Moby and Zoe. New graphics effects enhance shadowing, snow sparkle and wind effects. Also includes a collection of new Uber Tricks where users can combo and hold.



PUBLISHER: Electronic Arts **DEVELOPER:** Electronic Arts **RELEASE:** Winter 2003

THE LORD OF THE RINGS: THE RETURN OF THE KING

Play as characters including Gandalf, Aragorn, Legolas, Gimli, Sam and Frodo (all voiced by the movie actors), journeying through multiple gameplay paths to ultimately destroy the One Ring. Environments are directly reproduced from the film: explore the Paths of the Dead, defend Minas Tirith and

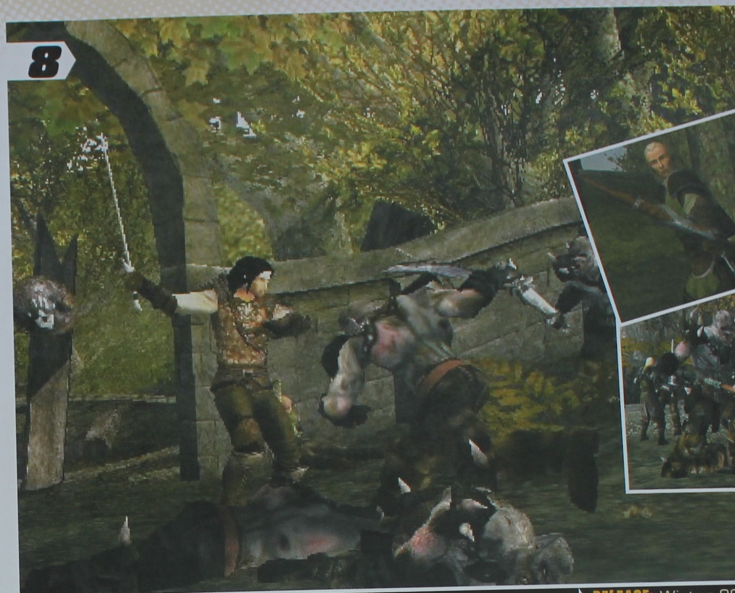
battle Sauron's forces at the Pelennor Fields before the final showdown at the Black Gate and the Crack of Doom.

A new co-operative play mode allows players to form their own Fellowship before journeying through Middle-earth. As backdrops are interactive, you can mix this in to both melee and long-range combat (swinging from ropes, firing catapults, kicking boulders, etc). And the use of the right analogue helps create some devastating multi-directional attacks and combos.

Timed to perfection with the release of the eagerly-anticipated film, *The Return of the King*, extras also include exclusive sneak-peek movie footage.

TIPSTER'S CHOICE

8



PUBLISHER: Black Label Games/Vivendi **DEVELOPER:** Surreal Software **RELEASE:** Winter 2003

LORD OF THE RINGS: THE TREASON OF ISENGARD

The Lord of the Rings: The Treason of Isengard is the second official game based on the Tolkien books, and sequel to last year's *Fellowship of the Ring*. This latest action adventure follows the war between the races of Middle-earth, in the second instalment of Tolkien's saga.

Controlling multiple races of characters, including Men, Elves, Dwarves and Orcs, you must fight through epic battle scenes and your actions dictate the 'tides of war' which follow. Also, an improved AI now enables you to call in non-player characters to help in battle when needed. Last year, Vivendi's book-based *Lord of the Rings* game was a poorer relation to

EA's movie-based *Two Towers*, but we'll reserve judgement on this one until we get our paws on first code.



OUTSIDER

PUBLISHER: Capcom Studio 8 **DEVELOPER:** Capcom **RELEASE:** October 2003

MAXIMO VS ARMY OF ZIN

Another year, another sequel. *Maximo* was a surprise hit last year, proving it's possible for a retro game to be something more than a mere rehash. *Maximo Vs the Army of Zin* surfaces in October, and should offer a variance on similar platform action. This time *Maximo* is a more heroic hero, focusing not just on saving his own bacon. Players earn rewards for saving others. Expect more moves, weapons, a new 'Vanquish' bonus system and special functions for the infamous *Maximo* boxer shorts.



Race to the Top....

HEAD TO HEAD

GANDALF VERSUS GANDALF

7 RETURN OF THE KING

- Eight playable characters (plus those hidden)
- Battle boss monsters from the movie
- New co-op play mode
- Over 12 interactive environments

8 THE TREASON OF ISENGARD

- Control multiple Tolkien characters
- Play the original story, not the movie
- Character upgrades
- NPCs help in combat



SCREEN BLAST



Game: Star Ocean Till the End of Time
Publisher: Square Enix
Desc: RPG-em-up
Due: 2004
Players: TBC



Game: Sonic Heroes
Publisher: Sega Europe
Desc: Hog-em-up
Due: Autumn 2004
Players: 1-3



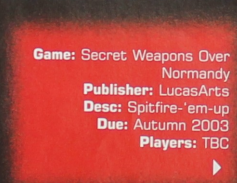
Game: Fugitive Hunter
Publisher: Atari
Desc: Catch-em-up
Due: January 2004
Players: 1



Game: Harry Potter: Quidditch World Cup
Publisher: Electronic Arts
Desc: Pot-em-up
Due: Autumn 2003
Players: TBC



Game: Batman: Rise of Sin Tzu
Publisher: Ubi Soft
Desc: Cape-em-up
Due: 21st November 2003
Players: TBC



Game: Secret Weapons Over Normandy
Publisher: LucasArts
Desc: Spitfire-em-up
Due: Autumn 2003
Players: TBC



Game: Pop Idol
Publisher: Codemasters
Desc: Karaoke-em-up
Due: Winter 2003
Players: TBC



ALSO OUT THERE

... EIDOS - Legacy of Kain: Defiance Fear Effect: Inferno, Commandos 3: Destination Berlin, THQ - Alter Echo, Fire Warrior, JALECO - Goblin Commander: Unleash the Horde, ATARI - Terminator 3: Rise of the Machines, ROCKSTAR - Manhunt, Max Payne 2: The Fall of Max Payne, EA - SSX 3, Medal of Honor: Rising Sun, Need For Speed Underground, Harry Potter Quidditch World Cup, SCEA - SOCOM II: US Navy Seals, Jak II: Renegade, Ratchet & Clank: Going Commando, TECMO - Project Zero 2, ACTIVISION - Spider-Man 2, NAMCO - Spawn, I-Ninja, VIVENDI - Spyro: Attack of the Rhynocs, Crash Nitro Kart, The Fast and the Furious, The Simpsons: Hit & Run, EMPIRE - Starsky and Hutch (finally makes it out in September) MIDWAY - Roadkill (combat driving), ACCLAIM - Alias.

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OVER THE LAST 11 PAGES WE'VE SHOWN YOU ALL THE BRIGHTEST AND BEST HOPES FOR PLAYSTATION2 GAMING OVER THE NEXT SIX TO NINE MONTHS. WELL, NEARLY ALL. THE BIGGEST HOPE, THE BRIGHTEST OF THE LOT IS STILL TO COME. WITHOUT FURTHER ADO LET US INTRODUCE...

TONY HAWK'S UNDERGROUND



▲ Jumping from the roof to the road

PUBLISHER: Activision DEVELOPER: Neversoft RELEASE: November (TBC)

THE TONY HAWK'S PRO SKATER SERIES HAS BUSTED ALL KINDS OF RECORDS OVER THE YEARS. IT'S CONTINUALLY BEEN THE BEST-SELLING SPORTS FRANCHISE, AND IT'S CONTINUALLY BEEN ONE STEP AHEAD OF THE COMPETITION. IT'S FAIR TO SAY THE NEVERSOFT SERIES HAS SET THE STANDARD FOR HOW EXTREME SPORTS GAMES ARE MEANT TO BE PLAYED. AND NOW ALL THAT IS GETTING RIPPED UP. NO LONGER WILL YOU TAKE CONTROL OF A STAR SKATER. NOW YOU PLAY AS YOURSELF.

★ FACE UP TO IT

Neversoft describes this new concept as 'you are the star'. You won't play as Tony, or Bam, or any of the other skatepark heroes. You're in control of nobody but you, and you're hanging with the big boys. The idea is you get a picture of your face scanned and then - somehow - download it into the game. Then your face appears on your character, and it stays there throughout the cut scenes and things like that. The idea of controlling yourself, and creating yourself, is something that has tremendous possibilities. Should you be honest and create a flabby geek monster, or ignore reality and create a toned, buff individual with truly awesome skater skills? With the already-comprehensive Create-a-Skater Mode being improved significantly, the options for reinvention of your digital self could be awesome.

Quite how you get the picture into the game hasn't been made clear, but in our considered opinion, the likely solution is either you send the picture off to Activision then download it to your PS2 through the Network Adapter, or you'll need an EyeToy to take a still photo. We think the former is the most likely, and we can't envisage any practical way of doing it at all if you don't at least have one of the two.

"DOWNLOAD YOUR FACE INTO THE GAME"



▲ Get off your board and run if the story demands it

▲ Shimmying along pipes is just one of the new actions you'll have to perform

★ GO FOR A WALK

So you're the star, and you can get off your skateboard 'to take care of business'. Why would you need to? Because the main game in *Tony Hawk's Underground* is story-driven. It's no longer about completing skating objectives on a series of levels, but about working your way through a story. So if necessary you get off your board, climb ladders, shimmy along the gutter then alley-oop onto a roof, leap onto phone lines and grind your way back to the road. It seems that if necessary, you can grab a car and then drive around too. The video showed a car leaping off a ramp and racing through the streets of the city. Driving in a *Tony Hawk* game? It's just odd.

What the objectives will be like is not totally clear. Neversoft is playing its hand very carefully. It's been reported that it's up to you to build a career as a skater, find sponsorship and work your way to the top of the sport. Well, that's what we've been led to believe, and when we have full confirmation, we'll let you know.

But if you hanker for the days of collecting S-K-A-T-E or pulling a 40,000-point combo out of the bag, don't worry. We're told combos and point-scoring are still important, perhaps to gather bonuses and the like, and the Create-a-Park Mode allows you to set your own goals. You're able to add buildings as well as ramps, so you could create your own mini-town, set a load of goals and then get on with setting high scores. As if that wasn't enough flexibility, you can design your own tricks, call them what you like and then skate them in the game.

★ PLAY AWAY

It's like the designers have decided to give you all the tools they had for *THPS4* for free: level design, goal-setting, character creation - so you can play with them till your heart's content, and you get a brand-new game. With the undoubted online functionality included in the game, we envisage all sorts of possibilities for setting up a park and challenging all-comers online to take you on. And you can see what they look like too.

Of course, Tony Hawk is in the game, along with his likes of Bam Margera and Chad Muska. But instead of skating as them, they skate alongside you, helping you out with the story missions and generally getting involved. But it's you who does the skating, driving, walking, hanging and creating.

This is a huge departure for the series, and shows Neversoft has a good deal of confidence in its own abilities. The company is moving the series towards action/adventure territory, and it's a big gamble. What if the Story Mode is lame? What if all that gamers want to do is skate? Unlikely in both cases: Neversoft knows what it's doing, and the success of games like *GTA Vice City* and *The Getaway* shows that whatever the format, adding a decent story makes a title even more successful. *Tony Hawk's Underground* has got the ideas and the innovation to be a massive game. Can't wait.

"IT'S ALL GETTING RIPPED UP"

TONY HAWK'S UNDERGROUND AT A GLANCE

- You are the star.
- Use your own face in the game.
- Skate alongside Tony et al.
- Story Mode.
- Get off your board and walk, run, climb and drive.
- Expanded Create-a-Park Mode.
- Create and skate your own tricks.
- Set your own goals in your own parks.
- Online features.



▲ Create a park mode features much bigger buildings

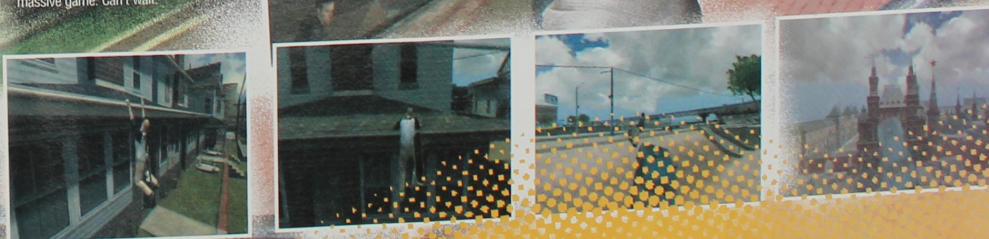


▲ Design, name and pull your own sweet tricks

"GET OFF YOUR SKATEBOARD"

NIGHT AND DAY

The video we've seen shows the passage of time in the game, with skies darkening, lights brightening and the whole ambience of the town changing. Will the use of light have an effect on the gameplay? Will you have to complete objectives in the dark? If nothing else, it makes a change from constant daylight.





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GAME SPEC

PUBLISHER:UBI SOFT
DEVELOPER:UBI SOFT
ON SALE:OCTOBER 17TH
NO OF PLAYERS:1-4
PRICE:www.XIII-thegame.com

XIII

THIS CONTINENTAL COMIC TURNED FIRST-PERSON SHOOTER IS MORE THAN A VOYAGE OF TIN TIN...

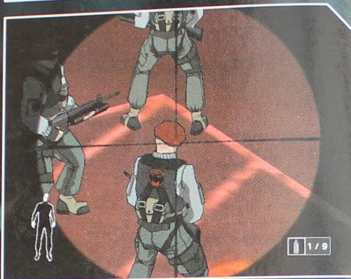
THE SETUP

This cel-shaded graphic novel adaptation should be something different for PS2. Cel-shading might be old hat for some, but combine this with the comic's fine yarn about conspiracy theories, crank it up with *Unreal II* technology, thwack a gun in your hand and Bob's your uncle; you have a game with potential. As the mysterious lead character, your job is to unravel clues behind the story's events, including themes of amnesia, where players must uncover sinister plots against themselves, the US government and the President. The focus is on action and stealth in a two-tier adventure where you must foil the conspiracy, find out exactly who your character is and which side you're actually on.

"THE FBI IS AFTER YOUR BLOOD"

PS2
FIRST
SHOTS

The developers like to call this comic: *reloading*



I AM NOT A NUMBER; I'M A FREE MAN!

QUESTIONS ARE A BURDEN TO OTHERS, ANSWERS A PRISON FOR ONESELF

The game opens with the lead character washed up on a beach on the east coast of America, injured and harbouring a severe case of amnesia. He has no recollection of who, what or where he is. The only two clues he has are a key in his pocket to a safe deposit box in a New York bank, and a tattooed number 'XIII' on his shoulder. As you become more involved in the growing plot, it becomes clear you're highly trained in military skills and you've been an integral part of a massive conspiracy against the US government. Just the mere assassination of the President, that's all. So the FBI is after your blood, and just to make things worse, a shadowy mercenary group are in hot pursuit for some reason or other.



GOING COMMANDO

THE LIFE AND TIMES OF A PARANOID, ALL-ACTION HERO...

This fella obviously led a very full life before he was knocked out and, playing as him, you're straight back into the action almost as soon as you return to consciousness. The Ubi studio has developed what they call 'commando gameplay', where XIII is so well trained he can turn any situation to his advantage. In the game (aside from his all-round stealth and combat skills), this takes the form of a 'sixth sense', which acts like a radar when enemies are near. Action icons also appear on indicate that object's potential. For example, a hand appears for something you can interact with, a key for a locked door, a fist to grab (which comes in handy for taking enemies hostage and using them as human shields).



Pay attention because these cut scenes hide unlockable features

FLASHBACK
THE SOLUTION TO EVERY AMNESIAC'S NIGHTMARE

As XIII has memory loss, he experiences flashback sequences which display a different visual style, taking on a hazy, ethereal quality where characters are swathed in white light. These scenes function to feed information to the player (what you have to do, how to do it and who is the character is talking to you, etc). We're told they're brief to keep the gamer in play as much as possible. Ubi is currently trying to develop these sequences so there's hidden information here to encourage you to be more adventurous and meticulous in exploration.

PS2 HISTORY

WHAT'S GONE BEFORE



No other FPS has used this full-on cel-shaded styling. The only other title to come close is *Judge Dredd: Dredd Vs Death*.



"A HAZY, ETHEREAL QUALITY"



UP AGAINST IT?



Expect to see *Mace Griffin Bounty Hunter* surface around about the same time. Mr Griffin should offer a nice time in ground- and space-based first-person shoot-'em-up action.

General Ben Carrington

OOH, MISS JONES
TRUST ME, I'M YOUR FRIEND

Special agent Colonel Amos

Secondary characters also play a large role in helping XIII. Little has been revealed, but his main sidekick and aide is Major Jones, an action girl with a cynical sense of humour and a hidden soft side for XIII. Other indispensable allies include General Ben Carrington (based 'on the inside' at the Pentagon) and special agent Colonel Amos. But right from the start you need to be wary that people are out to take advantage of your memory loss. Characters claiming to be your allies could well be getting ready to put you in the frame.



CHAIR IN THE HEAD?

GET CANNY WITH WHAT'S LYING AROUND

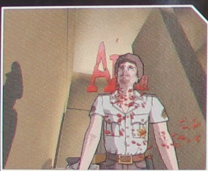
Aside from pure fist and firearm fury, XIII's interactive environments feature many objects you can use in combat. You need to use these in various situations. Objects such as chairs, ashtrays, bottles, shovels, broken glass or bricks can all be broken down on enemies during close combat, but some of them, such as bricks, bottle or glass shards, can also be thrown from a distance. You need to use these in various situations, such as when you need to break out of prison early in the game. Later, when infiltrating a facility, pick up some silent but deadly glass from the floor to deal with guards...



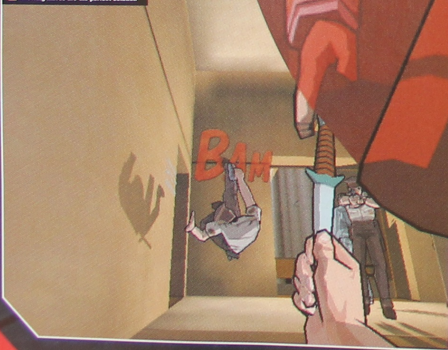
SWEET!

Don't worry if you run out of ammo. Pick up whatever's closest and sling it at 'em!

"A CAREFUL CHOICE OF WEAPONRY"



Throwing knives are the perfect solution



"A MASSIVE CONSPIRACY AGAINST THE US GOVERNMENT"

The double whammy



AHH, THAT'S BERETTA

GET STUCK IN WITH A CAREFUL CHOICE OF WEAPONRY

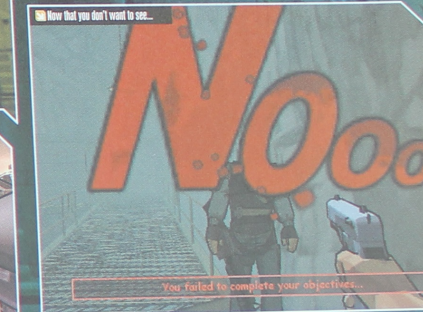
The developers are still keeping schtum about some of the weapons in XIII. So far included are the classic Beretta, an M16, M60, shotgun, AK 47, sniper rifle, American and Russian automatic rifles, bazookas, grenades and rocket launchers. And if you find yourself running low on ammo or guns, you can always rifle through the pockets of fallen enemies, activating the 'loot' command. Remember, the undercover assassin needs to kill quietly, so various inanimate objects placed around locations can be used for this. Harpoons, a laser-sighted crossbow and throwing knives are available as killing tools too.



ONLINE OR NOT?

THAT IS THE QUESTION

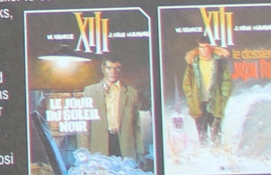
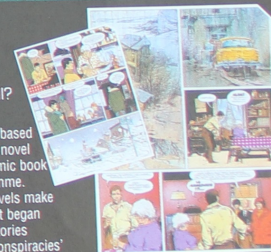
The PC version of XIII has unique online levels (with a possible unique weapon or item within each) as well as downloadable content. Right now we're still waiting on the confirmation that a decision has been made to incorporate online play into the PS2 version. In the meantime, consoles do get a new game mode. An 'exclusive-to-consoles' split-screen multiplayer mode called Sabotage is planned, and we have more news on this in next month's hands-on. **BY LISA ASH**



GRAPHIC HISTORY

WHAT'S THIS XIII?

XIII the game is based on the graphic novel series by Belgian comic book author Jean Van Hamme. Some 15 graphic novels make up the collection that began back in 1984. The stories follow a common 'conspiracies' theme that runs parallel to our real-life history books, covering the assassination of American president John F. Kennedy and the theory that it was the result of a wider operation lead by a consortium of businessmen, Mafiosi and the US army.



GAME SPEC

PUBLISHER CAPCOM
DEVELOPER CAPCOM
ON SALE 2004
NO OF PLAYERS 1-4 (ONLINE)
WEBSITE: www.capcom-europe.com

RESIDENT EVIL: OUTBREAK

TIM WRIGHT LOOKS INTO THE FUTURE AND SEES...ZOMBIES!

THE SETUP

Okay, we've established the 'classic' *Resident Evil* titles are tucked up in bed with Nintendo for the foreseeable future, but it's not as though Capcom intend to starve all of us PS2 chaps and chapettes. The game previously known only as *Resident Evil Online* has now had something of an unveiling. Officially entitled *Resident Evil: Outbreak*, it seems that the game is much closer to traditional *Resident Evil* than we first thought. And what's more, it can be played offline!

Hopefully, the online infrastructure that allows us mere Europeans to play the game will be in place a year from now. This looks like a very promising, non-competitive online offering – very different from your average identikit shooter.

THE STORY SO FAR

I'M A CIVILIAN, GET ME OUT OF HERE!

Set in Raccoon City before somebody dropped a very large bomb on it, *Resident Evil: Outbreak* centres around a handful of survivors and their attempts to escape from the city, leaving the thronging hordes of the hungry undead far behind.

These people are going to have to work together if they want to avoid having meaty strips ripped from their still-screaming faces by the shambling hordes.

PS2 HISTORY

WHAT'S GONE BEFORE

Capcom has been cranking out *Resident Evil* across all major formats since 1996, in addition to a decent spread of fighting games.

PS2
FIRST
SHOTS

MOTLEY CREW

ORDINARY FOLKS, IN EXTRAORDINARY CIRCUMSTANCES...

The action will be team-based and you're required to co-operate with several other regular civilians in order to escape. The cast comprises of Kevin, a Raccoon City Cop who has twice flubbed the S.T.A.R.S. entrance exam, a doctor named George, a mysterious Japanese woman called Yoko and Mark, a Vietnam veteran who now works as a security guard.

Also on board are Alyssa, David and Cindy, who are a reporter, a plumber and a waitress respectively. Finally, there's railway worker Jim, who's the brains of the bunch and a dab hand at puzzle-solving.

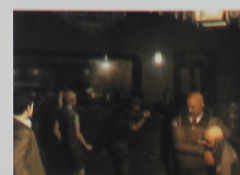
With the emphasis on overwhelming hordes of zombies and team-oriented puzzles, you're going to need all these people to keep your skin intact.



RELAXED BOWEL SYNDROME

FETCH THE AIR FRESHENER, QUICK!

Capcom is promising an all-new breed of fear to make your bowels loosen and your undies change colour. We can apparently expect cries, screams and gunshots as other player characters are munched on. You need to work together with your buddies or you may find that, bit by bit, your team is whittled down to just a few people, making it that much more likely that you become a tasty treat for some rotting cadaver.



RESIDENT EVIL: OUTBREAK

Stood pipe on tank from *Shinji* 200



SWEET!

Team-based online co-op play where survival is as important as shooting things? Sounds good to us!

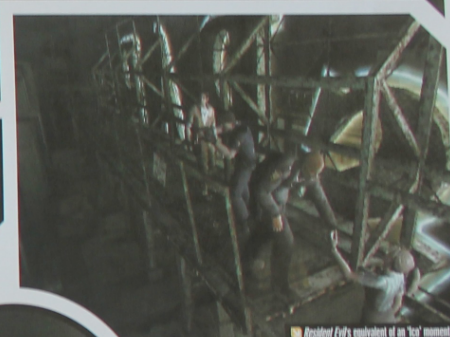
FRIEND OR FOE?

TRUST A FEW, FEAR THE REST.

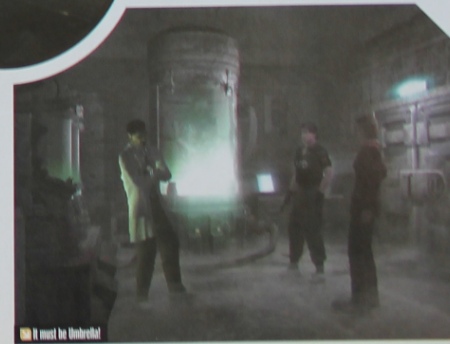
You won't just be seeing zombies on your quest. Capcom promises a stack of NPCs (non-player characters) that may co-operate with you or try to kill you.

The question is, can you trust the people you meet? Some may help you reach new locations, or chip in during a firefight, and others might need rescuing or cack themselves and run away at the sight of you. Many NPCs change the way they behave depending on your actions. On the other hand, you may encounter T-virus victims who mutate and attack you if you approach them, or may even do their best Nemesis impersonations and relentlessly pursue you until they can be destroyed!

An added thrill may be that you or one of your buddies is slowly turning into a zombie, in fact you'll be able to play as a zombie once the transformation has taken place – a feature that has long been requested by *Resident Evil* fans. Add in the just confirmed single-player offline mode (of which we'll bring you more details soon) and Capcom have got an almost guaranteed win/ot. ■ TIM WRIGHT



"MAKES YOUR BOWELS LOOSEN AND YOUR UNDIES CHANGE COLOUR"



X-MEN: LEGENDS

GAME SPEC

PUBLISHER:ACTIVISION
DEVELOPER:RAVEN SOFTWARE
ON SALE:2004
NO OF PLAYERS:1-4
WEBSITE:www.activision.com

A REAL-TIME
MUTANT
RPG?
WHAT A
GOOD
IDEA...

PS2
FIRST
SHOTS

THE SETUP

Nowadays, the role-playing tag is attached to an increasing number of games that are really action adventures with RPG elements. So is this a true RPG? Well, not in your *Final Fantasy* way, no. But it's closer than any other X-Men games have reached before now. *X-Men: Legends*'

story is told through the eyes of a young, rescued mutant called Magma. To fully comprehend her own powers, Magma needs help from the player. You must assemble, train and lead your own X-Men fighting force to do that. Combining combat, stealth and adventuring, your ideal X-Men crew fights against some of Marvel's deadliest villains, including the Morlocks, the Brotherhood of Mutants and robotic Sentinels. And to succeed, you must draw on your squad's diverse powers.



The Colossus wallup is the ideal solution for this rather large chap

MAD MUTANT MARVELS

BOTH FILM AND COMIC-BOOK FANS WILL BE SMILING

The game promises to blend the best parts of the movies and comic books in a new adventure that allows you to develop your specialised powers as you progress through the missions. The plotline has been scripted by grammatically-incorrect veteran comic book team Man of Action (www.manofaction.tv). Along the way you can recruit your chosen team from over 15 of the most popular characters from the last 40 years, which include Wolverine, Cyclops, Storm, Nightcrawler, Iceman, Colossus, Gambit and Beast. You need to build your crew from up to four different mutants. But it won't be a straightforward affair. You must think before you load up your squad with heavy hitters, as you need to toggle through a medley of mutant skills to progress through missions in a co-operative effort.



ALTERED BEASTS

CONSIDER THE OPTIONS CAREFULLY

Certain situations may benefit from the abilities of specific X-Men. For example, while Cyclops' optic blasts and Colossus' immense strength are great for clearing a path through ranks of enemies, players can opt to bring Nightcrawler or Wolverine along on a stealth-intensive mission, evading detection devices. Once you've honed a mutant's abilities, they can pull off multi-character combos (such as the Wolverine/Colossus Fastball Special), and as they gain experience, this can be used to upgrade abilities and learn new fighting styles.



Cap a load of Cyclops' optic blast

"ASSEMBLE, TRAIN AND LEAD YOUR OWN X-MEN FORCE"

PARTIME HERO
DIP IN FOR A QUICK DABBLE

Raven is planning a four-player co-operative mode which allows multiple players to partner for team play, either all the way through, or just in part when you need a little help. Players also have the option to join an on-going game at any time. The game simply splits the team up, giving the additional player half the heroes to play with. There are opportunities to play as villains such as Magneto and Sabretooth in the Danger Room.

PS2 HISTORY

WHAT'S GONE BEFORE



We last spotted the lone adventure
X2: Wolverine's Revenge
back in the Spring



Customise your squad's combat styles to suit your needs

DON'T PUSH ME EXLOIT YOUR WAYWARD STYLE AND GRACE

The developers hope to create an experience lasting for at least 30-40 hours of gameplay. The fact that each game can be customised to suit a particular gamer's needs should extend the replay value. For instance, on first play you may want to enhance Storm's combat skills or lightning abilities, but on second play you may want to concentrate on her elemental powers of wind and rain. The fighting system should encourage you to play concentrate on her elemental powers of wind and rain. The fighting system should encourage you to blend in special powers with the punches and kicks. More conventional moves concentrate on ramming, throwing and knocking back your opponent in an exaggerated comic book style.

LISA ASH



SWEET!

The Danger Room Simulator is a separate part to the game. Here you choose scenarios and fight your way through as either the villain or the goodie.

THE SETUP

For those not familiar with the original, *Conflict: Desert Storm* is a team-based special forces mission-and-combat style game, in the Rainbow Six mould. This sequel, imaginatively titled *Conflict: Desert Storm II* at the moment, is once again set in the first Gulf War. Ten new object-based missions on four difficulty levels – Easy, Medium, Hard and a secret unlockable Extreme level – offer gamers 15 to 20 hours of gameplay each, says Pivotal.

These new missions are set to put the player deeper behind enemy lines than the original, offering more of a challenge with and against improved AI and following a new storyline that connects missions. Missions themselves range from downed helicopter rescues to demolition targets and other covert operations.

CONFLICT: DESERT STORM II

FIRST SHOTS OF PIVOTAL'S ALL-NEW AND IMPROVED SEQUEL TO CONFLICT: DESERT STORM...

GAME SPEC

PUBLISHER: SCI
DEVELOPER: PIVOTAL GAMES
ON SALE: OCTOBER
NO OF PLAYERS: 1-4
WEBSITE: www.pivotalgames.com

PS2 FIRST SHOTS



Private Piles only realised his sights were off when it was too late

I love the smell of Febreze in the morning

INVENTORY OVERHAUL
PASS ME THAT LAW CORPORAL

One of the few gripes about the first game was an overly-cumbersome inventory system. *Desert Storm* players had to put up with a single active inventory slot and a menu system that required you to hold down a button and scroll through everything in your inventory, one item at a time, to find what you needed. Not exactly the most efficient way of doing things when you need a smoke grenade in a hurry 'cos half of the Republican Guard are around the next corner. *Conflict Desert Storm II*, however, promises multiple inventory slots, allowing you to stick a few medkits here, an extra clip there and a flashbang somewhere else for quick access.

PS2 HISTORY

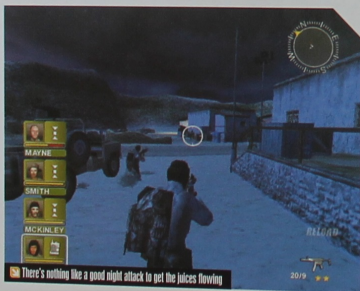
WHAT'S GONE BEFORE

The original *Conflict: Desert Storm* was ambitious, but not without its gameplay, control system and enemy AI problems.

TAKE COVER!

NEW IMPROVED ENEMY AI

Pivotal says the AI in *Conflict Desert Storm II* is much improved. Gone are the days of enemies who only react in a very scripted manner. It would not be uncommon in the original for a group of bad guys to totally ignore what the player was doing, and just do what they'd been coded to do, including displaying a dogged suicidal determination to reach a certain point regardless of any incoming fire. Hopefully this will no longer be the case, with Pivotal promising dynamic AI and enemies who run for cover when shot at and generally react to what the player does. This should make for a much more realistic gameplay experience, and give the player the scope to take on the missions in whichever way they choose, rather than following the 'work out what the developers want you to do' syndrome.



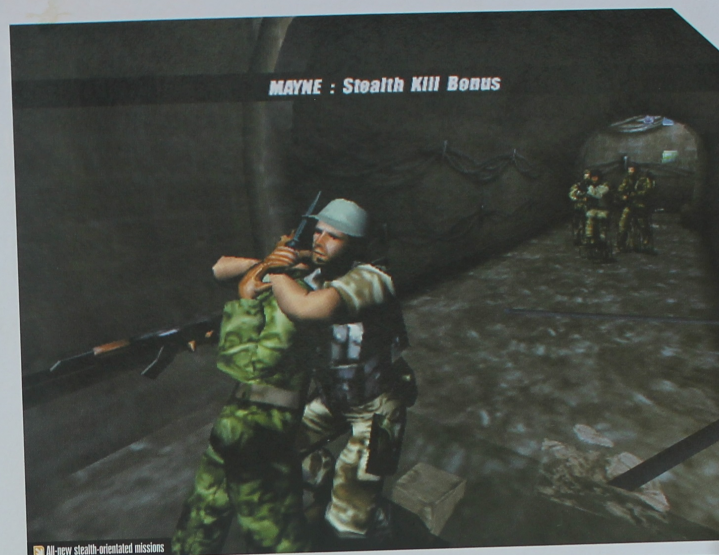
There's nothing like a good night attack to get the juices flowing

CONFLICT: DESERT STORM II

UP AGAINST IT?

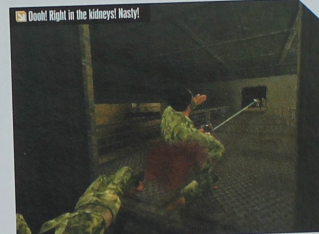


Sony's sequel to *SOCOM: U.S. Navy Seals* is due out around the same time as *Desert Storm II*, so this one may be a race for the retailer's shelves...



MAYNE : Stealth Kill Bonus

All new stealthy-orientated missions



Whoa! Right in the kidneys! Nasty!

SNEAKY BEAKY
STRANGERS IN THE NIGHT...

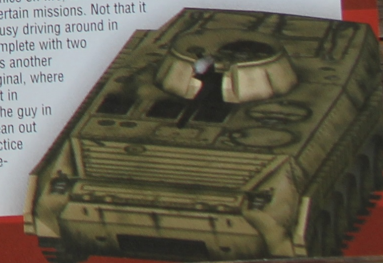
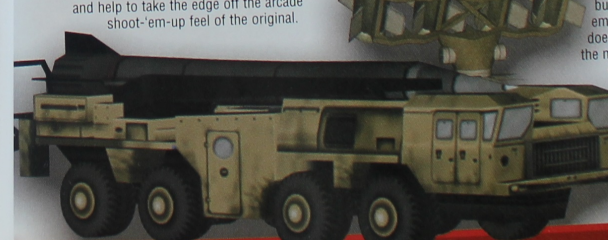
Conflict Desert Storm II has all-new stealthy missions, requiring the player to outsmart rather than outgun his or her opponents. Gone are the days of 'once the alarm is raised, the game is up and all hell breaks loose', says Pivotal, with certain missions being tailored toward the stealthy approach, with plenty of opportunity to take out pesky guards who try and raise the alarm. This should offer a new level of challenge and help to take the edge off the arcade shoot-'em-up feel of the original.



Run 'em over, Sarge!

"A MUCH MORE
REALISTIC
GAMEPLAY
EXPERIENCE"TOOLS OF THE TRADE
GUNS, BOMBS AND ARMoured VEHICLES!

Everybody loves a new gadget or two, so kit freaks will be pleased to hear new weapons and even vehicles are available in *Conflict Desert Storm II*. The rather evil and deadly white phosphorus grenades certainly feature, allowing you to set bunched groups of hapless enemies on fire, whilst the bad guys employ mortars against you in certain missions. Not that it does them much good if you're busy driving around in the new Bradley APC, however, complete with two operational gun turrets. This is another improvement over the original, where passengers had to sit tight in vehicles. This time even the guy in the passenger seat can lean out of the window and practice his gangster-style drive-by shootings.



GAMEPLAY IMPROVEMENTS

STAY LOW, MOVE FAST

Gameplay bugs should be more or less cleared up for *Conflict: Desert Storm II*, with Pivotal promising that gone are the days where the terrain is your enemy and you feel like you're playing against the game coding rather than the bad guys. You can now roll while in the prone position, allowing you to quickly get away from an obtrusive terrain feature and immediately give the enemy an answer.



WRECKIN' CREW

MULTIPLAYER CO-OPERATIVE FUN FOR ALL!

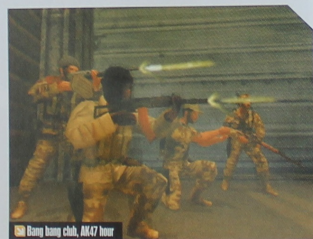
Co-operative play was one of *Desert Storm*'s great attractions, and *Conflict: Desert Storm II* promises improved co-op for up to four players without skipping any missions (unlike the original). Single-player play with AI teammates may work, but there's nothing quite like being able to take on Baghdad with your mates! Overall, then, Pivotal promises lots of improvements over the original, and if they deliver, *Conflict: Desert Storm II* will be a real winner.

■ JAMIE WILKS

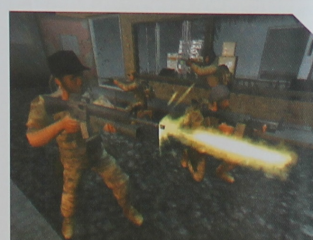
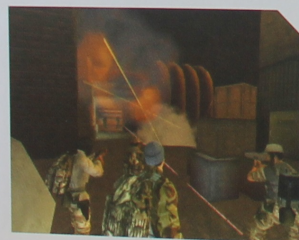
"IMPROVED CO-OPERATIVE PLAY FOR UP TO FOUR PLAYERS"

SWEET!

Driving around in the new vehicles and shooting the bad guys? Sign me up right now.



■ Barry Hogg club, AA47 hour



Here Comes the Sun

Win a Wanadoo triple-decker summer game sandwich!

Chances are it's raining cats and dogs as you read this. So if you want to feel that sunshine vibe without risking a soaking, Wanadoo has a couple of games that fit the bill. Next *Generation Tennis 2003* offers you an ample serving of racket-and-ball action. Or get athletic in exotic locations with *Pro Beach Soccer*. Perfect your chips and flying volleys, choosing from 32 teams, playing in either arcade or season competitions.

This issue, PS2 is giving away these sporting titles, accompanied by a filling of healthy fantasy beat-'em-up action in Wanadoo's *Raging Blades*. Our first-prize winner bags Next *Generation Tennis 2003*, *Pro Beach Soccer*, a full official beach soccer kit (as jointly modelled here by one of the beach soccer internationals) and *Raging Blades*. Five runners-up win each of these three Wanadoo titles.

To stand a chance of winning, simply answer this tennis-influenced teaser and call the competition hotline.



Q: Which American tennis star was formerly known as The Brat?

**A: Pete Sampras
B: James Blake
C: John McEnroe**

Call 09064 701722

Terms and Conditions: calls cost 60p a minute. Lines open 24 hours. Competition open to UK residents only. Competition closes midnight July 20th.

Bloodbath Bonanza

Claim your grisly reward in the form of the scary Silent Hill 3...

Thank your lucky stars the PS2 doesn't operate in small-o-vision. Imagine the stench of putrefying flesh and stale blood curling up your nostrils as you uncover the deeper and darker secrets of the third instalment of the *Silent Hill* survival horror saga.

In this gripping adventure, you play as teen-chick Heather, whose world is turned upside-down one day when she decides to take a trip to the local mall. With armies of deformed, veiny beasts lurking in the shadows, she must fend off their advances whilst solving the mysteries of a very warped world.

Courtesy of Konami, we have five copies of *Silent Hill 3* to give away. So if you want to get in deep with this dark and eerie psycho-babble, just answer the following question and call the phoneline below.

Q: When did the first Silent Hill game appear on PSone?

**A: 1898
B: 1989
C: 1999**

SILENT HILL 3

Call 09064 701721

Terms and Conditions: calls cost 60p a minute. Lines open 24 hours. Competition open to UK residents only. Competition closes midnight July 20th.

ALIAS

THE SETUP

Ahhh, Bristow. Sydney Bristow. Played by Jennifer Garner, she's the loveliest secret agent to grace our TV screens since Joanna Lumley's Purdey from *The New Avengers* in the Seventies. Her series, *Alias*, is one of the best things on TV right now, assuming you can find it - Channel 4 keeps shoving it around the schedules like all their American imports that don't begin with the letter 'F'. In the US, it's a ratings-winner. A combination of non-stop action, glamour, outrageously-complicated plots, gadgetry and humour attracted audiences and high-profile guest stars. The fact you get to see a gorgeous super-spy kicking arse every week helps too. We knew it wouldn't be long before the game came along.

TENSION FILLED ACTION AGAINST THE CLOCK

Alias is known for action and tension, so developer Acclaim Cheltenham has got its work cut out if it wants to match up to the source material. The company does know what we want, though: it's referenced all the best elements of the series when announcing the game. So what do we know? It's third-person action with a mixture of butt-beating and stealth (again), plenty of gadgets, several costume changes and the full backing and support of the makers of the TV series. It's Sydney's job to track down the missing Agent Jacobs, a task that takes her around the world. Her arch-enemy Anna Espinosa is involved, and so are Mr Sark and Arvin Sloane. With the TV series' scriptwriters on board, there's every chance of a great plot.

ENTER THE WORLD OF HIGH-KICKING, HIGH-HEELED ESPIONAGE WITH SECRET AGENT SYDNEY BRISTOW...

GAME SPEC

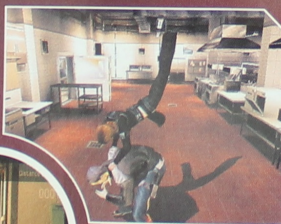
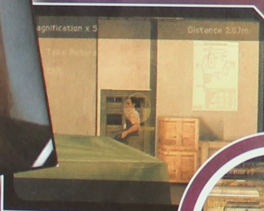
PUBLISHER: ACCLAIM
DEVELOPER: ACCLAIM CHELTENHAM
ON SALE: AUTUMN
NO OF PLAYERS: 1
WEBSITE: www.aliasgame.com

PS2
FIRST SHOTS



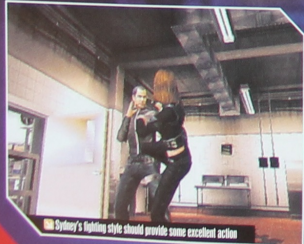
Push locations and costumes are Alias' trademark

"A GORGEOUS SUPER-SPY KICKING ARSE"

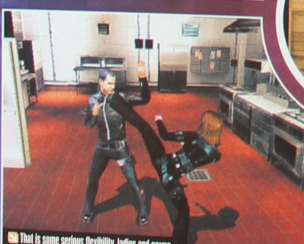


FIGHTING FOR FREEDOM SYDNEY'S AN EXCELLENT FIGHTER

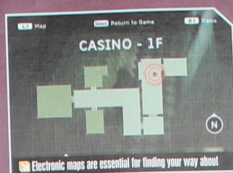
We're told the fighting is not unlike the flexible combat seen in the sort of thing we'd like to see here as Sydney Bristow wades into the bad guys and their henchmen. The combat has been motion-captured, and we're promised blocks, counter-moves and disarm moves as well as your standard punches and kicks. Sydney can also make use of the objects around her, dealing out violence with chairs, poles and hopefully anything else that comes to hand.



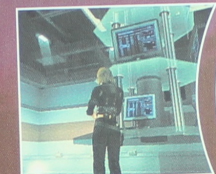
Sydney's fighting style should provide some excellent action



That's some serious flexibility, ladies and gents



Electronic maps are essential for finding your way about



MAGIC TOYS THE BEST GADGETS OUTSIDE Q'S LAB...

The TV series is full of incredible gadgets from the boys at Op Tech, and it seems the game will be no different. Lock-picks and binoculars are the basics, but the EMP gun, which fires a targeted electromagnetic pulse to knock out single electrical devices, the incredibly-fast hard drive downloader, the remote modem for hacking and more all make an appearance. You'll have to judge when best to use them. Naturally, as well as the gadgets, Sydney enjoys a number of costume changes and disguises. The show certainly shows off Jennifer Garner in some style, and hopefully the game will be no different.



Sydney's former CIA handler Vaughn and her espionage partner Dixon will also feature



SWEET!

Plenty of cool, scientifically-improbable gadgets are just what we need.



Familiar faces and voices from the series, including the duplicitous Sloane (above), will appear

"MULTIPLE WAYS OF DOING EACH MISSION"



UP AGAINST IT?



The all-pervasive Lara Croft is the big rival to any action game, but there's a Buffy game on the way too.

HIDE 'N' SEEK THE GAME HAS A STEALTH ELEMENT (OF COURSE)...

Although the stealth/action combo may be familiar, the game offers 'multiple' ways of completing each mission and each level. Much as we loved *Splinter Cell*, we've never been bothered to go and play the whole thing again. A little bit of extra fun should be provided by the mini-games, where you pick locks against the clock and get through a lie detector test. Another innovation lifted from the series is a split-screen technique, which adds a huge amount of pressure to any time-sensitive objective. Imagine picking a lock and being able to see the guard approaching your position. Could you keep a steady hand?

If the combat is strong and the gameplay as exciting as the series, then Acclaim will have a superstar franchise on its hands. **JULIAN BORDMAN**



A light dress can hide all sorts of useful toys. Sometimes

THE SETUP

For those of you not in the know, *Virtua Fighter 4: Evolution* is an upgrade to, um... *Virtua Fighter 4*. Following the time-honoured versus fighting game tradition of releasing small upgrades between totally new versions, Sega's latest offering includes two new characters, a massively-improved graphics engine and an all-new and improved single-player Quest Mode. *Evolution* not only looks better and plays better than its predecessor, but also includes a whole host of new goodies for players to unlock.

With all-new training modes to teach even the greenest of players the more complex arts of beat-down recovery, ground attacks and evasion techniques, Sega even aims to draw in fighting-game non-enthusiasts and get them hooked on *Virtua Fighter 4: Evolution*.

VIRTUA FIGHTER 4: EVOLUTION

SEGA PREPARES TO BRING ITS VIRTUA FIGHTER 4 ARCADE UPGRADE TO THE PLAYSTATION2...

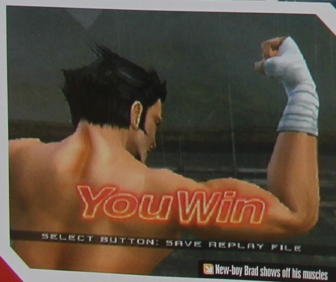
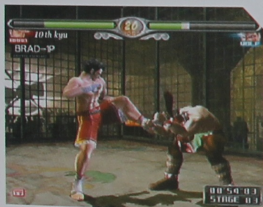
GAME SPEC

PUBLISHER:SEGA
DEVELOPER:AM2
ON SALE:AUTUMN
NO OF PLAYERS:1-2
PRICE:www.sega.com

The snappy stage from VF4 still impresses



"THE ROOFTOP STAGE IS A REAL JAW-DROPPER"



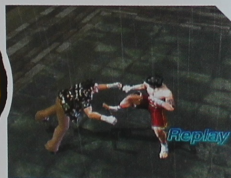
VIRTUA VISUALS
CLOSER TO THE ARCADE

One area where *Virtua Fighter 4* disappointed some was its failure to get really close to the arcade version in terms of visual polish. Fortunately, AM2 has made some progress with *Evolution*, and so far things are looking really fantastic. All character models have been revamped, sporting more polys than before and cleaner-looking textures. Some of the graphical effects really have to be seen to be appreciated, such as the fantastic

weather effects on some stages, particularly the stage with moving snow you can slush around in! Lighting effects have also been seriously improved, and the rooftop stage, complete with a free-roaming helicopter casting real-time lighting around with its spotlight, is a real jaw-dropper.

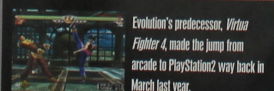
GET IN THE RING
NEW FACES IN NEW PLACES

Those who've played the arcade version know that two new characters have been introduced for *Virtua Fighter 4: Evolution*: Brad Burns the Italian kickboxer, and Goh Hinogami, the freaky judo Marilyn Manson-wannabe. Both character designs are fairly cool, with Goh being the more unique of the two, and they certainly add two new fighting styles which complement the roster well, but we can't help but feel a mere two new characters is a bit of a weak effort.



PS2 HISTORY

WHAT'S GONE BEFORE



Evolution's predecessor, *Virtua Fighter 4*, made the jump from arcade to PlayStation2 way back in March last year.



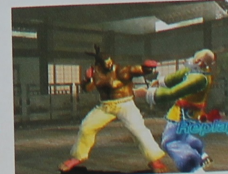
Learn the ropes with the new Training Modes



SWEET!
The rooftop stage helicopter spotlight real-time lighting has to be seen to be appreciated.

GAMEPLAY REVAMP
BECOME THE GRAND MASTER

Any decent fighting-game series worth its salt goes through a number of gameplay changes as it progresses, and *Virtua Fighter* is no exception. *Evolution* makes a handful of subtle yet welcome tweaks, the most significant of which is arguably the new beat-down recovery feature. *Virtua Fighter* has long been a game which allows you to really whale on your opponent once you have them off their feet, by stringing together attacks to juggle them and smash them repeatedly against the floor. However, *Evolution* offers a natty roll-away recovery move to get out of this very situation, if gamers can master it. Fortunately, the all-new Training and Tutorial Modes help you with this very task, as well as a whole host of others, in your quest to become the ultimate *Virtua Fighter*.



"BEHAVIOUR
LIFTED FROM
REAL-LIFE VF
GAMERS"

ON A QUEST
ROCKIN' ALL OVER THE
WORLD

The biggest single-player game mode attraction looks like being the new, improved Quest Mode. Here players choose their character and enter virtual arcade tournaments, competing against computer opponents who use AI lifted from real-life *Virtua Fighter* pro gamers.

By improving your rank and winning tournaments, you can unlock all sorts of extras, from new outfits and models for your character, to movies and menu system wallpapers!

PS2 FIRST IMPRESSIONS

It's certainly shaping up to be a great game, but *Evolution* may not offer enough to extract more cash from *Virtua Fighter 4* owners.



GAME SPEC

PUBLISHER: EA SPORTS
DEVELOPER: EA CANADA
ON SALE: AUTUMN 2003
NO OF PLAYERS: 1-2
WEBSITE: WWW.EA.COM

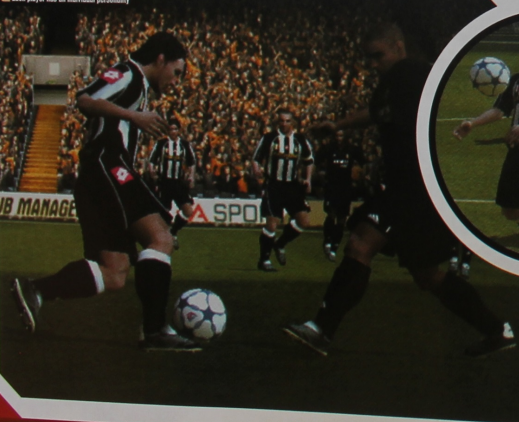


UP AGAINST IT?



This is *Football 2004* in all its winter, and also boasts online play. Can Sony's franchise finally take the title from EA?

Each player has an individual personality



FIFA FOOTBALL 2004

THE SETUP

You've got to hand it to 'em. However many times Electronic Arts bring out a new *FIFA* game, it goes straight into the charts at Number One. Whether they deserve it or not is another matter. Purists point to Konami's *ISS/PES* series as their games of choice, and the EA franchise has often been criticised for making little progress from one game to the next, with little more than an updated roster to distinguish the new offering from last year's effort. Thankfully, the series seems to have gone up a gear with *FIFA 2003*, which was widely lauded as the best game in the series to date. And the 2004 game will build on its success with online capabilities, a first for a PS2 football title...

"ONLINE TOURNAMENTS ARE ALSO CATERED FOR"

onto a *FIFA* server, players meet in a lobby and chat, arranging matches between themselves before taking to the pitch. Online tournaments are also catered for. There will also be downloadable content, though whether this updates player rosters as their real-world counterparts get transferred remains to be seen. We suspect not, as an up-to-date roster is the main selling point of every new *FIFA* game.

EA promises the smoothest player animations to date

GAMEPLAY GOALS
FIFA'S FASCINATING FEATURES...

Online aside, what does the new *FIFA* game have to offer? Well, according to EA, it's 'the most complete and authentic soccer experience'. Like the new *F1 Career Challenge*, reviewed this very issue, *FIFA Football 2004* offers a Career Mode. You can now take a team from the lower divisions and battle through the ranks, working your way up the rosters and strengthening your team in the transfer market. The game engine has been tuned, and the animation engine beefed up. Likewise, the artificial intelligence has been polished. The 2004 version isn't the first *FIFA* game to boast individual player personalities, whereby Beckham is the crossing and dead-ball maestro, Owen the speedster who can run at defenders and Roy Keane a little, erm, aggressive (perhaps). But this aspect of the game has again been improved, taking advantage of the PS2's power and the programmers' growing familiarity with the hardware.



What's this? A worm's-eye view?

TACTICAL AWARENESS
BRING ON THE EXPERTS...

To boost the game's tactical side, EA has hired Erich Rutenmüller as a consultant. Rutenmüller is part of the FIFA Technical Committee, and travels the world teaching the game's top coaches the fundamentals of football, such as formations, tactics and more. He's also a member of the coaching staff for the German national team.



PS2 HISTORY

WHAT'S GONE BEFORE

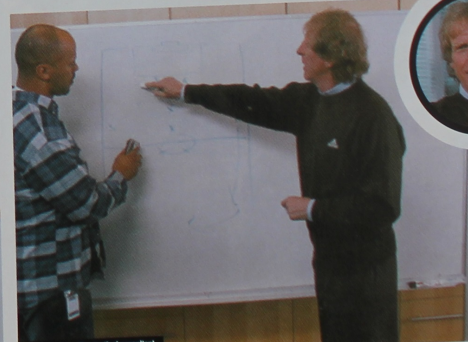
The *FIFA* franchise has been up and running since the days of the Mega Drive. As you can see, the visuals have improved since *FIFA 95* shown here...

"TAKE A TEAM FROM THE LOWER DIVISIONS AND BATTLE THROUGH THE RANKS"

COSMETICS
AND WE'RE NOT TALKING ABOUT BECKHAM'S BEDSIDE TABLE...

On the presentation front, *FIFA Football 2004* boasts new camera angles, intelligent commentary. More than 300 new crowd chants, more licensed stadiums and an all-new dynamic weather feature. There's over 500 official licenses too, including 16 leagues and 350 teams. You can play with the top clubs from the top European leagues such as Spain, England, Italy, Germany and France.

But will it be enough? Will the new additions, the updates and the tweaked gameplay turn it into more than just another yearly update? Quite possibly. Fair enough, for too long, a new *FIFA* game meant more of the same, with a few mild tweaks and an updated roster. But EA broke the mould with the 2003 game, and if the online element works as well as they claim, the 2004 edition could also offer a refreshingly upgraded experience. ■ IAN OSBORNE

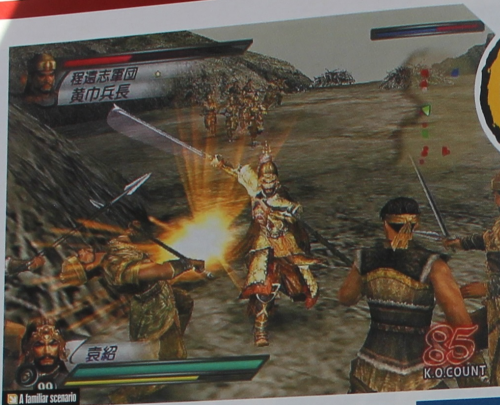


Erich Rutenmüller, tactical consultant

THE SETUP

Blimey. It feels as though we've had a look at a new *Dynasty Warriors* game (or some variation thereof) every other month since the series really became popular. Not five minutes after the release of the *Dynasty Warriors 3* add-on pack *Xtreme Legends*, *Dynasty 4* hits the shelves in the US.

Koei has made a number of enhancements to its latest offering, and quite right too, as even with the sheer number of enemies milling around in *Dynasty Warriors 3*, the visuals looked a little pallid. *Dynasty 4* looks set to add some much-needed polish, in addition to a number of gameplay tweaks and a bundle of new features. It's all looking very promising.



"ADDS SOME MUCH-NEEDED POLISH"

GAME SPEC

PUBLISHER:KOEI
DEVELOPER:KOEI
ON SALE:JULY
NO OF PLAYERS:1-2
WEBSITE:www.koei.co.jp

TIM WRIGHT RETURNS TO CHINA FOR ANOTHER FREE-FOR-ALL...

DYNASTY WARRIORS 4

GRAPHIC VIOLENCE
A FRESH LICK OF PAINT

Let's be honest about this; *Dynasty Warriors 3* was never a graphical marvel. Sure, there was an abundance of detailed enemies, but the bland environments, generous fogging and an unhealthy dose of slowdown meas it dated quickly compared to the latest PS2 offerings.

For *Dynasty Warriors 4*, Koei has really gone to town with the visuals. The graphics are much more colourful than before, and have been upgraded with some impressive particle effects and flashier specials. Environments are more detailed too, with some levels boasting considerably more objects strewn around than in the previous game. The frame rate is smoother as well, even though there are now more enemies on screen than ever before. The character models remain much the same, however.

FIGHTING FIT
SMARTER, TOUGHER, DEADLIER THAN EVER...

It might not come as much of a surprise to learn the gameplay mechanics haven't changed a great deal. Things play pretty much as they did before, but a number of extra features add some welcome flavour. Enemies are smarter and more dangerous than before. Previously, they would appear in the same locations each time and then put up little resistance, resulting in situations where only the Officers would really threaten you.

Now they react more realistically, rushing your party or running away screaming. You might even find yourself ganged up on by successive waves of enemies. Suffice it to say, in *Dynasty Warriors 4* it feels much more as though you're battling real foes who could turn up anywhere rather than predetermined clumps of mindless fighters.

DYNASTY WARRIORS 4

PS2 HISTORY

WHAT'S GONE BEFORE

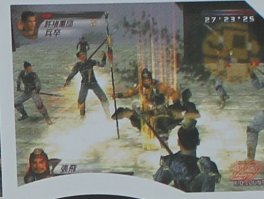
Koei is also responsible for all the other *Dynasty Warriors* and *Tactics* games, as well as the *Romance of the Three Kingdoms* series.



Someone's stolen my horse's head



Massive battles are the key to the series

UNDER SIEGE
A NEW MOTION PICTURE

One particularly exciting new feature we were looking forward to was the ability to construct siege engines and then smash your way into castles and keeps. Sadly, from our time with the game, it appears this amounts to bringing your siege commander to the right place and instructing him to get on with it. The game takes over from there and plays out the results in cut-scene form.



Fat, hairy bastard alert!



Don't mess with the General

RANDOM BATTLES
WHICH AREN'T AS BAD AS THEY SOUND

One thing we do like is that while the maps you battle through are the same each time, there are certain randomised areas that play out differently, depending on which character you're in control of. Anything can and will happen in these locations. A very nice addition to the game, and one that should add a good whack of replay value as well as all the unlocking and character-building frolics we've come to expect from the series.

TIM WRIGHT



PS2 FIRST IMPRESSIONS

Looks set to be a worthy sequel, with some genuine improvements.



UP AGAINST IT?

Will you pay full whack for *Dynasty Warriors 4*, or go the budget route with *Dynasty Warriors 3: Xtreme Legends*?

"FEELS MUCH MORE LIKE BATTLING REAL FOES"

GAME SPEC

PUBLISHER: SCE
DEVELOPER: LEVEL-5
ON SALE: SUMMER
NO OF PLAYERS: 1
WEBSITE: www.level5.co.jp

DARK CHRONICLE

TIM WRIGHT TAKES A SECOND LOOK AT THE RPG THAT HAD US GAMERS DROOLING...

THE SETUP

The original *Dark Cloud* was a strange bird. The first big RPG for the PS2, it was the great shining hope for role players in the first year of the PS2's life. And who talks about it now, eh? You see, while *Dark Cloud 1* was tremendous fun for the first ten hours, it was hampered by some deeply unpleasant gameplay features such as the Thirst Meter and weapons that broke if you sneezed on them. It also got very old and repetitive later in the game.

The codies at Level-5 took these criticisms on board and locked themselves in a studio somewhere in Japan, emerging some 18 months later with *Dark Chronicle*. Or *Dark Cloud 2*, to you and me.

NEW AND IMPROVED!

YOUR DUNGEONS WILL BE CLEANER THAN EVER BEFORE!

Level-5 has made some major changes to just about every aspect of the game. Whilst random dungeons and town-building are still in, a lot has changed. In addition to the dungeons being greatly improved graphically, there are now only three characters to select in-game (Max the inventor, Monica the sword-swinging chick and Steve the endlessly-customisable robot), and by simply pressing an analogue stick, toggling between characters has been made much smoother than before.

Combat is much the same, being a simple case of auto-targeting an enemy and then doing a Michael Flatley around them, ripping in to cleave their smelly heads asunder when they let their guard down.



Stunning graphics all round



PS2
PLAYED
IT!

SWEET!

The swoon-worthy amount of extra stuff to do should make this one long-lasting RPG.



Roll out the barrel and kick some booty

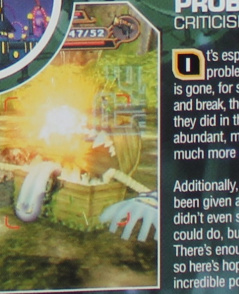
IT TAKES ALL SORTS VARIETY IS THE SPICE OF LIFE

The amount of extra stuff you can do and tinker with is dizzying, and much of it's actually required to complete the game, rather than being an optional extra. Here's a couple to keep your spoope polyps pumping. You can try your hand at inventing new items that may come in handy – not that every idea is feasible, mind you.

You also have Steve the Robot, who acts as a walking weapon in dungeons and can be upgraded and enhanced with new weaponry and features of your choosing. But like every weapon in a *Dark Cloud* game, he requires maintenance to keep him working.



Georama lives again!



WE BUILT THIS CITY ON ROCK AND SOIL

The Georama system used to put towns together has changed so much it barely resembles the first game's version. Instead of finding building pieces in Atta spheres dotted around dungeons, you now pick up pieces of ore which can be fed into your handy town-building robot. You then get a report on what you need to start building (and whether you have it or not). Cash in hand, it's then time to get down to the shops to buy some raw materials, or perhaps you might discover some bits on your various quests.



Color!



5/112 12/42 39/45



PS2 HISTORY

WHAT'S GONE BEFORE

Level-5 is also behind the previous *Dark Cloud* game, as well as the upcoming *Diagon Warrior* for the PlayStation 3.

"LEVEL-5 FIXED SOME OF THE PROBLEMS THAT PLAGUED THE FIRST GAME..."

PROBLEMS SOLVED CRITICISMS TAKEN ON BOARD

It's especially nice to see that Level-5 has fixed some of the problems that plagued the first game. The Thirst Meter is gone, for starters. Also, while weapons still wear down and break, they don't do it as frequently as they did in the first game. Repair Powders are now abundant, making the weapon-breaking system much more natural and less of a pain in the arse.

Additionally, the graphics have, as you can see, been given a major boost. The original game didn't even scratch the surface of what the PS2 could do, but this sequel is a visual knockout. There's enough gameplay here for two games, so here's hoping the UK version lives up to the incredible potential. **TIM WRIGHT**



FULL THROTTLE: HELL ON WHEELS

THE SETUP

You're a bare-knuckle-fighting, metal-beast-riding, kick-down-doors kinda guy. In *Full Throttle: Hell on Wheels*, you play hairy-arsed biker Ben, leader of renegade motorcycle gang the Polecats. After uncovering a plot to destroy the town you happen to be parking your chopper in, Ben and his gang decide to rev through the landscape of seedy bars, greasy truckstops and long desert highways on a search for the honest truth. The story introduces Ben's old friend and mentor Father Torque, and Mo Corley, heirless to the Corley Motorcycle Company and, of course, the obligatory nefarious villain and his evil henchmen. We can expect a mix of adventuring, puzzles and melee-style combat.

ONE BAD-ASS BIKER, PUMPED UP ON STEROIDS AND READY FOR ACTION...

GAME SPEC

PUBLISHER: LUCASARTS
DEVELOPER: LUCASARTS
ON SALE: WINTER 2003
NO OF PLAYERS: 1
WEBSITE: www.lucasarts.com/products/hellonwheels/

CHOPPER STOP
ON THE LOOK-OUT FOR A COLD BEER AND SOME CHEAP MOTORCYCLE PARTS



LucasArts' cartoon stylings are instantly recognisable. Remember Monkey Island?

Over some 35 levels, there are 20 interactive environments featuring a truck stop, an oil refinery, a junkyard, an airplane graveyard and the Polecat's regular hangout, the Kickstand Biker Bar. The only baddies we have details on at the moment are the rival gang the Hound Dogs, who Ben pursues in the early part of the game. Much of the hi-jinx is at high speed, on board his custom Corley motorcycle. We're told a sophisticated camera-tracking system catches all the action. Also, players are able to ride and control Mo's motorcycle, an old cargo blimp and more (unnamed as yet).

"PUZZLES AND MELEE-STYLE COMBAT"

PS2 HISTORY

WHAT'S GONE BEFORE

Full Throttle was a LucasArts fave back in 1995, when Ben first provided cool one-liners and an out-of-work Mark Hamill provided the villain voiceovers.

CHAOS RULES
MAKE MINE A KNUCKLE SANDWICH

In this future world, traditional law and order has been substituted by 'the code of the road', meaning fists fly. Ben throws punches, kicks down doors and uses objects such as chairs and bottles as weapons. There's more than 40 items strategically placed for this purpose, including pool cues, chains and crowbars. And to regain his health after too much of a bruising, he just has to go and knock down a few beers and have a laugh with his bar-room gang buddies. **LISA ASH**

PS2 FIRST SHOTS

BEACH VOLLEYBALL

TIM WRIGHT PLAYS WITH SOME NUBILE GIRLS IN BIKINIS. IT'S A HARD JOB...

THE SETUP

Beach volleyball games seem to be in vogue all of a sudden. You've got *Dead or Alive: Extreme Beach Volleyball* on the Xbox, *Beach Spikers* on the GameCube and *Outlaw Volleyball* is heading to the Xbox too...

Is it the lure of sun, sand and surf? Or perhaps the softies have twigged to the exciting gameplay mechanics and the general uniqueness of volleyball in a market dominated by football and tennis games? Or maybe it's the acres of exposed skin, pneumatic breasts and easily freeze-framed close-ups of bikini-clad cracks?

Well, here's another one, from the people who brought you *BMX XXX*, so naturally the subject matter has nothing to do with ogling the female form. Which is an obvious lie.

"EASY ON THE EYE"



Fun, Fun, Fun, Fun, Fun

SWEET!

It's the only volleyball sim on the PS2, and it has norks! Jubilant! Fuhgag! Swaying pendulous breasts!

BOUNCING ON THE BEACH
WIGGLE IT, JUST A LITTLE BIT

The first volleyball sim on the PS2, *Beach Volleyball* is still some way off completion, but plays and handles quite well at this point. Graphically it's a bit rough around the edges, but the character models are easy on the eye and there's no shortage of cheesecake on display. Things are still a bit on the jagg side, but with a mooted release in August, there's still plenty of time to tidy things up.

Acclaim promises us 14 scantily-clad beauties to play with, along with 12 locations to practice your ball-bashing skills, including Venice Beach, Flamingo Pier, Silver Sands and Emerald Marina.

BEACH BOOTY
WAX THIS SPACE

There's to be a Super Spike Mode that provides the obligatory unlockable features.

Power-ups, secret bonus goodies and special moves can be acquired this way. Acclaim is also including a mysterious Spring Break Mode that can be unlocked, along with the ability to customise your player characters.

Skin colour, hairstyles and accessories can all be adjusted to suit your tastes as well. If that isn't enough, there are rumblings about hidden mini-games to find and unlock, although whether there are any pseudo-lesbian overtones to any of these such as in *DQ4: X&Y* on the Xbox remains to be seen. We live in hope, however. If Acclaim can meet the lecherous standards set by Tecmo and Sega's rival offerings, this could be thwacking good fun. **TIM WRIGHT**

GAME SPEC

PUBLISHER: ACCLAIM
DEVELOPER: ACCLAIM CHELTENHAM
ON SALE: AUGUST
NO OF PLAYERS: 1-4
WEBSITE: www.acclaim.com

PS2 PLAYED IT!

Check out the players' stats



I refuse to crack a joke about this

SX SUPERSTAR

GAME SPEC

PUBLISHER:ACCLAIM
DEVELOPER:CLIMAX
ON SALE:SUMMER
NO OF PLAYERS:1-4
WEBSITE:www.acclaim.com

THE SETUP

If there's one thing we can be assured of with Acclaim, it's that they will always offer a steady flow of sports titles to choose from. The AKA label's latest supercross offering is a different animal to the hopelessly-deceased *Jeremy McGrath* series. You see, for *SX Superstar*, Acclaim has opted for fictitious bikes, tracks and riders, as well as a more 'real life' approach to the background of the game.

Acclaim is promising split-screen multiplayer options, 16 different tracks dotted around the world, 12 bikes, 24 stunts and 11 slices of guitar-wailing from 'name' bands. Lawks a-mussy.

It already seems a fair shake more playable and polished than (shudder) *Jeza McGrath*, so we're looking forward to seeing how the final cut shapes up.

THE MAKING OF A LEGEND

FROM THE BOTTOM, WORKING UP

You start the game as a nobody with a pig-ugly girlfriend, no cash to speak of and a deeply crappy bike. Should you manage to win a few races and build up some cash and kudos, you can set about upgrading your situation (including your girlfriend) and start building a career.

You get an agent, acquire some sponsorship, move into a nicer apartment and attract the interest of several lovely ladies interested in riding your throbbing monster (the bike). Telephone messages from your bank manager, girlfriends, agents and bike mechanics should help to keep the story moving, while we're also promised the possibility of attracting a stalker! This is, presumably, the horse's arse you dumped at the start of the game.

"SET ABOUT UPGRADING YOUR SITUATION (INCLUDING YOUR GIRLFRIEND)"



Bloody shove-off



Hopefully, Acclaim will tweak the engine noises before the final version, as the current sounds (at least early in the game) are like an angry wasp caught in a jar. **TIM WRIGHT**

PS2 FIRST IMPRESSIONS

S It won't bust blocks, but this is shaping up to be rather better than the icky *Jeza* series.

Don't forget to sit down afterwards



SWEET!

Death-defying stunts involving rings of fire. We'll have some of that, thanks!



Yet another bloody shove-off

HERE'S MUD IN YOUR EYE

GETTING COVERED IN BROWN STICKY STUFF

When you start flinging your bike around the track, the handling and visuals seem to stack up well. The bike reacts smoothly, the graphics are polished with plenty of trackside detail to oggle and there are some impressive weather effects. On rainy days, rain splashes on the screen and the track seems to get progressively muddier and more waterlogged as the race goes on.



TERMINATOR 3: RISE OF THE MACHINES

GAME SPEC

PUBLISHER:INFOGRAMES
DEVELOPER:BLACK OPS ENT.
ON SALE:WINTER
NO OF PLAYERS:1
WEBSITE:www.atari.com

"BRUTAL HAND-TO-HAND COMBAT"



You can look forward to seeing Arnie's mosh in this



THE SETUP

Chasing the tail of this year's blockbuster movie is the inevitable *Terminator* action adventure videogame. T3 the game is said to weave in and out of the film's script. You're given the opportunity to play as the gov'nor of cyborgs, the Terminator, an advanced fighting machine reprogrammed to save humanity from the SkyNet holocaust. You face enemies from the present where the War of the Machines looms, to an apocalyptic future where the war is waged on all fronts.

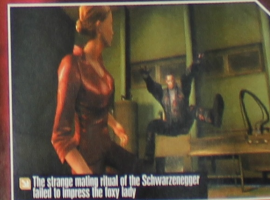
TERMINATOR 3: RISE OF THE MACHINES

LIKE HE ALWAYS SAID, HE'S BACK. FINGERS CROSSED IT'LL BE BETTER THAN THE LAST ONE...

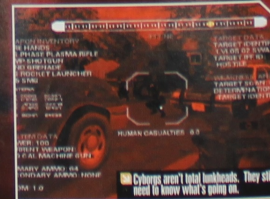
EXPLODING THE MYTH

MOMMY, WHERE DO TERMINATORS COME FROM?

T3 features exclusive film footage created specifically for the game. Filmed by director Jonathan Mostow, the five-minute segment features Schwarzenegger, and apparently sheds a new light on the mythology behind the origins of the Terminator. Footage from the movie is also smattered throughout the game to set up key situations and story-related game elements. We're also told the player can control the Terminator before it was programmed in the future to save John Connor. This allows you to test terminating skills against the Tech-Com special forces.



The strange mating ritual of the Schwarzenegger failed to impress the fox lady



Cyborgs weren't total bimbos. They will need to know what's going on.



DEJA VU

AREAS ARE TAKEN FROM THE TERMINATOR TIMELINE

PS2 HISTORY

WHAT'S GONE BEFORE

Let's hope that this is an improvement on the massive let-down that was *Terminator: Dawn of Fate*.

The first-person action covers everything from futuristic wastelands to present-day LA Military bases. Laboratories and downtown LA are included in the 20-odd locations. Also, swift and efficient Arnie-style enemy disposal should be possible using weapons featuring the SkyNet Arc-Laser, Tech-Com Micro Rocket Launcher and the AR-15 Assault Rifle with M202 Grenade launcher (over 20 weapons in all). Although, when it's a Terminator-versus-Terminator face-off, only brutal hand-to-hand combat will do. And you repeatedly face the evil T-X throughout the game. Here, you have an arsenal of moves, such as smashing your foe through walls using massive two-handed chops and crushing kicks. **IN L.A. AREA**



> NEXT GENERATION

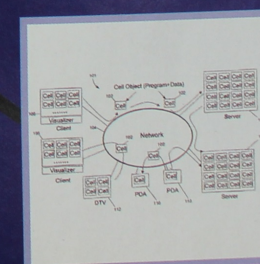
Sony's initial response to the growing Xbox menace was to bump the PS3's release date up to 2005, but that left a small problem. The Cell was going to take a lot longer to develop than that. For a time, stories flew around about the Cell not making it into the PS3 at all, but just before going to press, we learned that Sony is investing heavily in new chip production plants and manufacturing techniques, perhaps in order to accelerate development of the Cell. One new production plant, being built by Toshiba at a cost of 200 billion Yen, is to go on-line in 2004. Rumours abound that Sony is investing 40-50 billion Yen in this plant.

THE TRUTH IS OUT THERE

One such rumour suggests Sony might do away with the DVD format for games. While the console can read and play DVD games and movies through the wonders of backwards compatibility, Sony might use Blu-Ray discs for the new titles. **2009**

"WE'RE NOT THINKING ABOUT HARDWARE, THE IDEAL SOLUTION WOULD BE HAVING AN OPERATING SYSTEM INSTALLED IN VARIOUS HOME APPLIANCES THAT COULD RUN GAME PROGRAMS. WE'VE STARTED WITH BOXES - MAKING BOXES TO DO SPECIFIC THINGS, BUT IF YOU HAVE A CHIP (CELL) THIS POWERFUL YOU CAN ADD FUNCTIONS TO ANY BOX. IT'S REVERSE THINKING."

SCE SPOKESMAN KEN FUKUNAGA



< FAR LEFT: A blue diode laser, used to manufacture the Blu Ray discs



UNIVERSITY OF OSRAM OPTO

THE PS3 IS ALREADY OCCUPYING OUR MINDS DESPITE BEING AT LEAST TWO YEARS AWAY FROM RELEASE.
CAN IT MATCH THE PS2'S SUCCESS?
WHAT WILL IT BE LIKE?
 OUR RESIDENT SCEPTIC TIM WRIGHT TRIES TO SEPARATE THE CURRENT FACT FROM THE FICTION

PS2

FAN ART

The web is full of speculative PS3 designs. These are the best and, in the case of the second one, the funniest around.



"CODE-NAMED 'CELL' THE NEW MICROCHIPS EMPLOY THE WORLD'S MOST ADVANCED RESEARCH TECHNOLOGIES AND CHIP-MAKING TECHNIQUES. THE RESULT IS CONSUMER DEVICES THAT ARE MORE POWERFUL THAN IBM'S DEEP BLUE SUPERCOMPUTER, OPERATE AT LOW POWER AND ACCESS THE BROADBAND INTERNET AT ULTRA-HIGH SPEEDS. CELL WILL BE DESIGNED TO DELIVER

'TERAFLOPS' OF PROCESSING POWER." FROM AN IBM PRESS RELEASE

Conventional DVDs are burned using a red laser, which has a longer bandwidth than a blue laser. By using a blue laser, Blu-Ray discs can hold a staggering 23 Gigabytes of data (Nearly three times more storage than a dual-layer DVD). As a member of the Blu-Ray consortium, it seems plausible Sony may try this.

Other rumblings suggest Sony may use streamlined memory sticks (Similar to those used in digital cameras) to save game data. Compared to the eight megabytes of space offered by the current memory cards, memory sticks can hold as much as 128Mb. Where this would leave a possible built-in hard drive, we don't know.

Yet another rumour, this time proven false, suggested that Sony would be showcasing the PS3 at this year's E3

Entertainment Expo. It now turns out that this rumour is pink, tastes of bacon and was last seen flying past Ken Kutaragi's bedroom window.

ONCE BITTEN, TWICE SHY

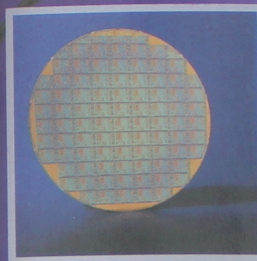
It's easy to forget just how much hype surrounded the release of the PS2, especially with regard to the Emotion Engine at the heart of the console. In the run-up to its release, Sony's PR machine was readily handing out tidbits of propaganda like these: "The new Graphic Synthesizer rendering processor is the ultimate incarnation of this concept - delivering unrivaled graphics performance and capability."

Coupled with the drip, drip of hype about



It seems likely that Sony's Memory Stick will be the key storage technology

A silicon wafer, but the Cell chip may share a similar look



The GS Cube taught Sony about the power of parallel processing



the amazing things the chip could do, with the most infamous example being the promise of visuals on a par with the first Toy Story movie, people clutched their wallets in anticipation of a graphical and technological revolution. We then got 18 months of games that mostly looked like high-resolution PSone titles, while the Dreamcast, which due to the PS2 hype no-one was buying, spanked the PS2 from games to graphics.

Some three years on and the PS2 is finally making the big strides it promised and on a technical level has left the DC in the dust. But now that bigger, faster competition is available, the hyperbole pool already seems a little shallow. The moral? Don't get your hopes up too high, as the hype doesn't always hold true. It is, after all, a sneaky way of preventing you from buying the competition and getting the best of all worlds.

CELLING POINTS

The mysterious Cell chip, which may or may not be at the heart of the PS3, is supposed to be a revolutionary new device that would make the PS3 a console beyond any other.

The entire project is intended to allow graphics to be drawn instantly, without

Very little is known about the Cell's true capabilities, other than it may work in parallel with other computers on a network in a process known as distributed computing. This has led to some speculation that each PS3 could be networked and share the spare capacity in the network. Sounds great for a closed system in a corporate environment (the Cell chip will pop up all over the place), but for millions of games machines that may or may not be online at any one time? Sounds like a recipe for crashes to me.

The Cell project is an outgrowth of Sony's GS Cube project with the movie production studios. These workstations combine 16 sets of graphics chips from the PS2 in a single box, to achieve 100 times the processing power of a single game console. These powerhouse rendering machines were used to create characters for animated films, including Final Fantasy: The Spirits Within and Antz.

ALL ABOARD

So, who exactly is on board the PS3 bandwagon? Which game developers have laid their cards on the table and proclaimed undying love and affection for the console, and unwavering support in sickness and in health? And do any of them perform in bed?

Square-Enix, formally Squaresoft and Enix before the marriage, are an obvious couple who are game for a bit of swinging. While the Squaresoft side has been shuffling back in Nintendo's direction after years of PSone servitude, the really juicy stuff is still due for the PS3. Konami has always gone where the most powerful

hardware lies, and to date, they're the company who has wrung the most amazing graphical feats out of the PS2. If it can produce the likes of Metal Gear Solid 2 and Silent Hill 3 while other, lesser companies bodge simple PC ports, who knows what they could accomplish on the next generation of hardware?

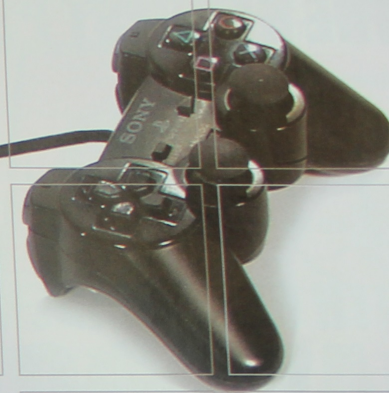
Capcom and Namco will be there. While the main Resident Evil games remain GameCube-exclusive for the time being, Capcom is still producing some toothsome specimens for the PS2, and is certain to be there for the next generation. Namco, too, will provide all the Tekkens and Ridge Racers you could ever want, with a side serving of cross-platform Soul Calibur to go.

Electronic Arts will be there, but then the cross-platform support that EA delivers has always boosted a system's chance. Whatever happens Sony will have to make right pig's ear of the PS3 so as not to attract the big boys.

Ultimately we know very little about the PS3 as yet. But we can be sure that Sony will do everything in its power to make the machine a huge success. Will it be the best? Possibly. The biggest-selling? Highly likely...

"IT'S OUR VIEW RIGHT NOW THAT WE BELIEVE THAT THE NEXT GENERATION OF CONSOLES WILL PROBABLY BE IN 2006. WE JUST DON'T SEE A COMPELLING REASON

WHY SONY WILL BE RUSHING INTO THE MARKET WITH THE PLAYSTATION 3." FRED GYSI, THQ



An early design for the aborted Nintendo/Sony console idea...



The first PlayStation changed the games industry



The biggest selling games machine ever created



Smaller and cooler, the remastered PSone will sell in huge numbers

PS PROGRESS PSX develops...

THE HARDEST PS2 GAMES IN THE WORLD

CRACKED!

WITH OUR RESIDENT PS2 HARD-MAN
DAVE COURTNEY...

**PS2
FEATURE**

Welcome, game rogues one and all, to the ultimate guide to the hardest games on PlayStation2, presented by yours truly and cracked by the brains at Codejunks.com.

It's time to get even with some of the hardest types on PS2 with Action Replay for PS2 and your mate Dave Courtney. Simply enter these awesome codes or check out www.codejunks.com for more codes for the very latest games.



WHAT IS ACTION REPLAY FOR PS2?

Action Replay for PS2 is the most advanced code system ever created. It's packed with totally unauthorised codes that defeat even the toughest PlayStation2 games. Infinite lives, unlimited ammo, unlock secret levels and characters - all these and thousands more game-busting codes come bundled with the AR pack.

THE GETAWAY

THE GAME

My personal favourite, mainly 'cos it's like being me, but in a game! It's all about an ex-bank robber and vigilante cop whose lives cross over in a tale of kidnapping, murder and betrayal. Guns - lots of guns.

HARDEST BIT

Notoriously hard when you're first getting to grips with it. Get shot up and you slow to a crawl, making you a sitting duck. Run out of bullets on later-level shoot-outs and it's game over, fella. Driving can be tricky at high-speed too. Hit a lamp post and you pretty-much lose it.

THE CODES

Get yourself an Action Replay for PlayStation2 (www.codejunks.com will sort you out), and enter this lot to make *The Getaway* a little more fun. First up activate your 'M' code (which must be active along with all the codes you use), then cause the filth all kinds of trouble with the codes to become bullet-proof. Or you could use the codes to grab infinite ammo on most of the game's tasty weapons. Trouble with lamp posts and cars? Well, why not drive through 'em with the smashin' codes?

RESULTS

Brilliant! Now my man Hammond can take it like a Terminator. Plus he's got an endless supply of ammo to riddle those bastards with bullets. Then scoot off in a prize motor and drive through cars and pesky lamp posts while the Old Bill crashes in confusion. Har, har!

(M)

0E3C7DF2 1853E59E
EEAE18AA BCD979BA

BULLET PROOF

DE84354E BF899B8B
DE84354A BCA99B83

INFINITE AMMO

DE842772 BCA99B83
DE8420DE BCA99B83

DRIVE THROUGH LAMP POST

DEAFBF02 BCA99B83

DRIVE THROUGH CARS

DE905A26 BCA99B83

X2: WOLVERINE'S REVENGE

THE GAME

I saw the movie a while back, and thought it'd be nice to have a go at being Wolverine, so I bought this one. A solid beat-'em-up which explores the tough guy's background. Too much stealth and not enough wallop, though.

HARDEST BIT

Without a mid-level game save, you can end up scrapping your way through the same bits over and over. It's also very precise, requiring accuracy and sneaky stealth throughout, which can frustrate. The game's bosses can sometimes be over-complex too. This game needs a slap!



THE CODES

Boot up your Action Replay and enter these mutant-friendly codes. Remember to enter the 'M' code and activate it along with your chosen code. Then, for those not enjoying the sneaky elements of the game, invincibility will help. After that, battling henchmen is made a lot easier by entering a 'max rage after one hit' cheat code. Getting stuck behind locked doors can be frustrating, so we've sorted that out too!

RESULTS

Wow, what a difference. Not that I was having any trouble with it, of course, but I just wanted to kick arse, what with it being Wolverine. After all, he's meant to be the hardest mutant about, so enough stealthin'! With these codes we can kick butt! Nice.

(M)

0E3C7DF2 1853E59E
EE93AF1A BCD4EA2A

INVINCIBILITY

FEA8BF32 BCA99B84

MAX RAGE AFTER 1 HIT

DE9E592E BCA99B83

UNLOCK ALL DOORS

FEA8BC1E BCA99B84

CHEAT MENU

FEA8A85A BCA99B84

DROPSHIP

THE GAME

This title was much hyped in the early days of PS2. It looked great and played well, but for people like me it was bloody hard and frankly, I couldn't be arsed to spend a chunk of my life mastering it.

HARDEST BIT

Once you've got the hang of flying your dropship around it was alright, but things get tricky when all manner of bastard is firing at you from above and below. It'd be nice to turn the tables of these feckers.

THE CODES

Get your Action Replay for PS2 on and enter the 'M' codes, then activate it along with your chosen codes. If you keep running low on ammo or time, we've got the codes, or for real cheating power try God Mode.

RESULTS

There are only four working codes for this old title, but they ensured I was able to finally complete it. The infinite ammo helped serve my naturally itchy trigger fingers.



(M)

0E3C7DF2 1645EB83
0C0FC227 F89295CF

INFINITE AMMO

30DC3087 F8FCFEF1

INFINITE TIME

30E5F72F F8FCFD16

GOD MODE

30DC3083 F9FCFEFE



DYNASTY WARRIORS 3

THE GAME

This game is loosely based on some remarkable Chinese legends, and puts you slap bang in the middle of a war or two. So grab a horse and charge into battle as this superb battle sim stretches your PS2's power to the limit.

HARDEST BIT

Charging like a drunken loon is fun, but invariably ends in death. Wouldn't it be nice to stuff them, you against thousands of savage gits? Getting surrounded usually means you're stuffed. It'd be nice to be invincible.

THE CODES

Whack on Action Replay for PS2, and enter the 'M' code, then activate it along with your chosen codes. If getting your arse kicked by hordes of evil soldier types is getting on your wick, then infinite health helps. For more codes, simply visit www.codejunks.com

RESULTS

On the codejunks.com website there were tons of codes for opening levels and items, but infinite health allowed me to do what I wanted; go and 'ave a ruck without getting killed. It's great. Get a spear, get a horse and you're a one-man army killing machine!

(M)

0E3C7DF2 1853E59E
EE8466B2 BCA99C80

INFINITE HEALTH

DE820F16 624C909F



turn over for more action...

Vice city hell

Dave Courtney's guide to making *Vice City* a tummy nightmare!

"Elo there, mayhem fans. *GTA Vice City* is simply the dogs hairy gray-makers, but let's face it, it's all over far too quickly. So, to make things more interesting I've sought out some tasty codes to beef up the danger a little, enjoy!

Remember to enter the 'M' code to get these hard bar stewards workin'...

(M)

0E3C7DF2 1853E59E
E8C0C8A BC8B809A

PEDESTRIANS ATTACK YOU

0E42EEF8 BC999AF6
DE97722E BC9998B3
0E42EEF8 BC9998B2
DE97722E 0E9998A2
Press R1+R2+LEFT

PEDESTRIANS HAVE WEAPONS

0E42EEF8 BC9998B3
DE97722E BC9998B3
0E42EEF8 BC9998B2
DE97722E 0E9998A2
Press R3+LEFT

INCREASE WANTED LEVEL

0E42EEF8 BC999AF6
DE97722E BC9998B3
0E42EEF8 BC9998B2
DE97722E 0E9998A2
Press R3+LEFT



EXPLODING CARS

0E42EEF8 BC999AF6
DE97722E BC9998B3
0E42EEF8 BC9998B2
DE97722E 0E9998A2
Press Select +LEFT

PLANES AND HELIS DESTROYED

DEB3DC9E
C19E7B82

TYRES POPPED

DEB3DC9E
C19E7B82

Dave says: Not got enough time to enter this lot? Me neither. So I went to www.codejunks.com and bought the GTA: Vice City cheats disc for £9.99. Sorted.

COMMANDOS 2

THE GAME

A tactical action-strategy game set against a World War II backdrop. You take control of an elite group of soldiers who must venture deep into enemy territory and complete a series of bloody hard missions, frankly.

HARDEST BIT

I found this hugely difficult to get my head around. It requires meticulous planning and pinpoint accuracy. I just can't be arsed with all that. I just want to blow somebody up!

THE CODES

First activate your Action Replay for PS2 and enter the 'M' code, then activate them along with your chosen codes.

Use the cheat code called God Mode (which helps you open various aspects of the game). Then you can hit L3 and blind enemies (hit R3 to stop).

RESULTS

The God Mode helps you open up the game, and the Blind Enemies codes are bloody handy when you're about to get caught out. These codes make this otherwise-tricky game more fun to play, and you can actually enjoy yourself!

(M)

0E3C7DF2 1853E59E
E8C0C8A BC08E0E2

GOD MODE

DE4483DA E0AB9B83

BLIND ENEMIES

Hit L3 to activate and R3 to

DEACTIVATE

0E506A68 BC9998B0
DE53C8FA BC9998B4
0E506A68 BC9998B2
DE53C8FA FB299B83

GRAN TURISMO 3: A-SPEC

THE GAME

This is great, an action-packed beat-'em-up where you take on the role of some special forces types to kick some alien arse. It's up to you to uncover a massive conspiracy and save the world from some real slimy gits.

HARDEST BIT

Like any 3D beat-'em-up, it gets tricky when you're utterly surrounded. You find it tough to throw a punch as they

RESULTS

Infinite cash lets you get right to the meat of the game, without farting around with crap cars. Putting in all the codes can be lengthy, so I bought the *Ultimate Cheats Disc* from codejunks.com for just £7.99. I instantly gained millions of pounds, got all gold licences and could drive super sports cars.

THE CODES

Using your Action Replay for PlayStation2, enter these superb cheat codes. If you're getting your head kicked in a lot, go for the infinite health. First put in your 'M' code. This code must be active to make the rest work. Then just load up your infinite health and infinite ammo codes and away you go. For more simply visit www.codejunks.com

RESULTS

This is more like it. Infinite Health means I'm the hardest mutha on Earth and can spank the crap out of aliens left, right and centre, or just stand there and take it until they get bored. The infinite ammo code makes you an unstoppable killing machine - awesome!

(M)

0E3C7DF2 1645EBB3
0C096D0B F8FCDFD

INFINITE LIFE

3C33510B F8FCDFC

INFINITE AMMO

2C3352F9 F8FCFE53

GRADIUS III & IV

THE GAME

A great way to hone those driving skills for when you pick up your friends who work at the bank (ahem). This third title in the superb *Gran Turismo* series takes full advantage of the PS2 engine.

HARDEST BIT

For those with little time to spend, it can be hard to work your way through and more than a little frustrating.

THE CODES

First, enter and activate the 'M' code, which has to be active with whatever codes you choose. Then enter the instant money code, which makes buying a flash motor a lot easier. For all A and B licences, you need this lot (or you can buy an *Ultimate Cheats* for GT3 disc online from codejunks.com).

RESULTS

Infinite cash lets you get right to the meat of the game, without farting around with crap cars. Putting in all the codes can be lengthy, so I bought the *Ultimate Cheats Disc* from codejunks.com for just £7.99. I instantly gained millions of pounds, got all gold licences and could drive super sports cars.

(M)

EC878DCC 1433C208

INSTANT MONEY

1C04BA20 1DBCE0C



ALL 'A' LICENSES

1C02BAF8 1456E7A5
1C02BC4C 1456E7A5
1C02BFA0 1456E7A5
1C02BEF4 1456E7A5
1C02C048 1456E7A5
1C02C39C 1456E7A5
1C02C2F0 1456E7A5
1C02C444 1456E7A5

ALL 'B' LICENSES

1C02B058 1456E7A5
1C02B3AC 1456E7A5
1C02B200 1456E7A5
1C02B454 1456E7A5
1C02B7A8 1456E7A5
1C02B6FC 1456E7A5
1C02B850 1456E7A5
1C02B8A4 1456E7A5

GRADIUS III & IV

THE GAME

I'm not a great fan of retro-homage games like this, but *Gradius III* & *IV* were a fun look back at those 2D side scrolling blaster days. Some people can blow a few hours on this, but it just ain't my thang.

HARDEST BIT

Like any side-scroller it's not getting shot that's the tricky part. I know all about that, believe me.

THE CODES

Activate the 'M' code to get things rolling, then for infinite lives in *Gradius III*, use the code below, alongside super speed if you fancy a real white-knuckle ride. You have to manage with just super speed in *Gradius IV* though.

RESULTS

Gradius III is made a whole lot easier with the codes activated. It was nice to get past the second level for once, let me tell you. The super speed code in *Gradius IV* makes things different. It's easier to dodge, but it's also easy to overdo it.

(M)

EC878DCC 1433C208

INFINITE LIVES (G-III)

4D97937A 145607A5

SUPER SPEED (G-III)

4D979354 14560EA5

SUPER SPEED (G-IV)

4C1D4E66 1456E7A2



EXTREME G3

THE GAME

A futuristic racing game that blended the light-cycle action of Disney's *Tron* with a healthy dose of *WipeOut* on PS2. It's fast and furious fun, with turbo boosts galore.

HARDEST BIT

This tricky little fecker demands the reflexes of a Jedi and the thumbs of a ninja. I could do with all the weapons to stop opponents getting ahead of me, and perhaps a load of money in the bank to buy better bikes.

THE CODES

Switch on Action Replay for PS2 on and enter the 'M' code. You must activate this code along with your chosen codes. Then buy a bike with all your cash and get some strong weapons.

RESULTS

Excellent, having all the weapons available means you can whoop up a frenzy of destruction at will and fly in first every time, awesome. Having loads of cash in the bank helps too, meaning you can buy better bikes to win races.

(M)

EC8E8D08 1456E60A

ALL WEAPONS

4C8C7988 1456E6A6
4C8C7988 1456E6A6
4C8C798C 1456E6A6
4C8C798A 1456E6A6
4C8C79C0 1456E6A6
4C8C798E 1456E6A6

TONS OF CASH

EC8E8D08 1456E60A



GET COURTNEY

The ex-gangster turned best selling author and PSi-2 regular revealed...

Dave Courtney is possibly the PlayStation2's most unlikely fan. In fact, according to the former debt collector, bank robber and self-confessed murderer, most of Britain's incarcerated criminal fraternity are pretty keen on the little black box too. "PlayStation2 is the biggest lifesaver in Her Majesty's Prisons", says Dave. "Everyone inside has got one." Courtney, 43, may have turned straight to concentrate on a showbiz career, but his criminal CV covers the lot. But as he himself admits, "My filofax is a lot more dangerous than me." Visit Dave's official website: www.knuckleduster.org



WWW.
CODE JUNKIES
.com

Codejunks.com is just a site for Datel products, right? Wrong! Its unique online support means you can turbo all the latest PS2 games with ease.

The great thing about codejunks.com is the ease in which you can surf the cheats, get the codes you need and enter them into your Action Replay. Plus, there's a whole load of Cheatware to crack the latest games.

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The best way to find out about the latest products, codes and more, is to visit Codejunks online: www.codejunks.com



MAKE THEM HARDER CODES

Fancy yourself as a bit of a hard licker? Well on this issue's spanning gorgeous free disc you'll find an array of cheats to loughen up your games.

TOUGH GUY Cheats sample (all accessible on your FREE CD!)

SPLINTER CELL

ENTER (M) CODES FIRST:

BC851DAD 14444D21
4093065C 1456E7A5
You're Always in the Light
1C95518C B2D5E521

Access more *Splinter Cell* tough cheats on your free cheat disc: Health Codes, Hypermode, Limited HP and more.

THE GETAWAY

ENTER (M) CODES FIRST:

EC8769E4 1426C94C
Cops Are Everywhere
4C87D1E0 1456E7A8

Access more *Getaway* tough cheats on your free cheat disc: Speed Codes, Super Speed mode, hyper mode and half normal ammo.

PLUS THERE'S MORE!

MAKE THEM HARDER CHEATS FOR:

Grand Theft Auto Vice City, Shinobi, Contra: Shattered Soldier and Lord Of The Rings Two Towers

CODES ON YOUR FREE DISC



ONLINE in the USA

PLAYSTATION2 OWNERS IN THE USA HAVE BEEN PLAYING GAMES ONLINE SINCE AUGUST 27TH OF LAST YEAR, A NINE-MONTH HEAD START ON US IN BLIGHTY. SO WHAT'S GOING ON IN THE PS2 ONLINE GAMING SCENE IN THE STATES, AND WHAT GAMING GEMS CAN WE LOOK FORWARD TO IN THE UK?

Over 2,500 new gamers buy a Network Adaptor [sic] every day in the US. There are one million gamers in the States who already have a Network Adaptor. It's a vibrant market that enjoys some quality online titles. That success has been helped by the fact that 42% of those playing online games are using saggy, laggy old dial-up connections. In the UK, the snobs at Sony have decreed that only broadband users can take part, elevating the

scheme in cost and limiting its user base.

Anyhoo, now that the Network Adapter and the online service has launched in the UK, it's a prime time to look over to the US and check out the biggest and best online titles. We've looked at what's already out in the US, checked out the average review scores and had a butcher's at what's coming soon in the US that we may not see for months. So, in no particular order ...

WHAT'S OUT...

EVERQUEST ONLINE ADVENTURES

GAME INFO

SONY ONLINE ENTERTAINMENT

USA
Publisher: SONY COMPUTER ENTERTAINMENT AMERICA

Release Date: FEBRUARY 2003

UK
Publisher: SONY COMPUTER ENTERTAINMENT EUROPE

Release Date: WINTER 2003

Website: www.everquestonlineadventures.com

This is the second-most popular online game after *SOCOM*, and that's despite the fact that players have to pay a fee to play it. A fee? Why? Well, it's a persistent online world. When you log off, the game keeps running, and that costs money to maintain. When you log on, you join the *EverQuest* world of dragon-slaying and questing, developing your character, gathering treasure and exploring the massive world of Norrath. The people who run the game organise events and quests to keep things fresh. After all, there's only so much gnome-bashing and spell-casting you can do.

The whole world is based on the alarmingly-popular PC game *EverQuest* (known colloquially as *Evercrack* due to its addictive nature), but set 500 years earlier, to give the developers room to tweak the gameplay and the whole experience for the expectations of console users.

OUT NOW! 8/10
UK Friendly? If you have a natural aversion to fantasy shenanigans and characters called Nobby Thistlewick, this isn't for you. However, every single review praises its depth, its immersive quality and truly absorbing nature, but you need to invest serious time to get the most out of it.



GAME INFO

INEVITABLE

USA
Publisher: SIERRA

Release Date: SEPTEMBER 2002

UK
Publisher: VIVENDI UNIVERSAL

Release Date: JULY 2003

Website: www.sierra.com

TRIBES AERIAL ASSAULT

Self-tactical shooting action that hails from the very well established *StarSiege* universe. It hasn't proved a huge success in the US, probably living in the shadow of *SOCOM* and suffering from the fact it isn't as accessible or as immediate as the *SEAL*ster. Anyone who loves jetpacks will just have to grab this game.

OUT NOW! 7/10



MY STREET

GAME INFO

IDOLMINDS DIGITAL ENTERTAINMENT

USA
Publisher: SONY COMPUTER ENTERTAINMENT AMERICA

Release Date: MARCH 2003

UK
Publisher: SONY COMPUTER ENTERTAINMENT EUROPE

Release Date: AUTUMN 2003

Website: www.us.playstation.com/games/scus-97212/

We haven't seen many party games on PS2, apart from maybe *Shrek Super Party*. These are games designed for short, competitive bursts between a number of players, and are usually very simple. That's what *My Street* is about; simple, competitive games that can be played online or offline. The setting is a string of backyards, each hosting a different game on a street populated by kids.

You can make your kid look just how you want, and then you can wander into a house and ask to join a game (which brings back many memories of being turned away at the door by the cool kids, but enough of that). There are seven game types, although there's talk of more being available for download once the hard drive becomes available, and they're all good fun.

The games are *Marbles*, *Chemistry Set*, *Volleyball*, *Chicken Herding*, *Dodge Ball*, *RC Racing* and *Lawn Mowers*. Most are self explanatory, except *Chemistry Set*, which involves matching coloured blobs. Sure it's aimed at children, but it has a nostalgic, innocent flavour for the grown-ups.

OUT NOW! 5/10

AMPLITUDE

GAME INFO

HARMONIX

USA
Publisher: SONY COMPUTER ENTERTAINMENT AMERICA

Release Date: MARCH 2003

UK
Publisher: SONY COMPUTER ENTERTAINMENT EUROPE

Release Date: WINTER 2003

Website: www.amplitude.playstation.com

The sequel to *Frequency*, one of the best music-based games ever, is already rocking hard in the US and we can't wait for it to come out over here. The basic gameplay remains the same. Follow tracks within songs and capture the notes. The songs are all-new and all great. Online there's the Competitive Mode, familiar to the players of the first game, where you compete for dominance of the same song. The big new addition is that players can now put their remixes online, and challenge others to have a go at cracking them.

OUT NOW! 9/10



ONLINE in the USA WHAT'S COMING...



GAME INFO

Developer:
**ZIPPER
INTERACTIVE**

Publisher:
**SONY COMPUTER
ENTERTAINMENT
AMERICA**

Release Date:
AUTUMN 2003

Publisher:
**SONY COMPUTER
ENTERTAINMENT
EUROPE**

Release Date:
2004

Website:
www.us.playstation.com

SOCOM II: US NAVY SEALs

This is the big one. The inevitable sequel to the biggest-selling online PlayStation2 game to date will be released in the US before Christmas, but we have to wait until 2004 to see it in the UK. Mind you, we've got the original to get to grips with first...

The single-player game in *SOCOM II* offers 12 missions, all-new weapons and the opportunity to work alongside the SAS and the Russian Spetsnaz special forces. But it's the multiplayer online action we're concerned with today, ladies and gents. There's 22 separate online missions, spread across five game types. Twelve of the missions are brand-new, while the remaining ten are updated and enhanced versions of the locations we've already seen in *SOCOM*. The two new mission types are Escort, which is all about looking after an unarmed target, and Breach.

Outside of the actual game design, other improvements in the online experience are expected. One mentioned is the intention to provide sub-channels for defensive and offensive teams to communicate via the headset. Also added is a Friends List, so you can easily find your gaming buddies online. One really exciting idea is that the game allows players to call in airstrikes and artillery bombardments. Now that's going to be spectacular...

FINAL FANTASY XI

GAME INFO

Developer:
**SQUARE
JAPAN**

Publisher:
**SONY COMPUTER
ENTERTAINMENT
AMERICA**

Release Date:
FEBRUARY 2003

Publisher:
TBC

Release Date:
TBC

Website:
www.square-enix.com

Since this was launched in Japan about a year ago, everybody looking forward to PS2 online role-playing has been dreaming about it. And the online *Final Fantasy* has finally been confirmed for release in the US, alongside the PS2 hard drive, without which you can't play the game. Like *EverQuest*, *FFXI* is a persistent online game, so the character you create lives in an ever-moving, constantly-active world. Both Japanese and US players exist in the same world, a world familiar to anybody who has played a *Final Fantasy* title, complete with Chocobos and summons. This distinguishes it from the more traditional sword-and-haversack style of *EverQuest*, but whether anybody has the time to play both, we doubt.

The tricky bit is wondering if the game will ever release in the UK. The wait we experience for every *Final Fantasy* game is because of the translations. Each game must launch with French and German language options. Naturally, this complicates things still further with a persistent online game like this. It's frustrating when the English-language game already exists in the US. The US version includes the expansion disc, *Rise of Ziraat*, which launched some six months after the original game in Japan.

GAME INFO

Developer:
UBI SOFT

Publisher:
UBI SOFT

Release Date:
MARCH 2003

Publisher:
UBI SOFT

Release Date:
AUTUMN 2003

Website:
www.ubi.com

CHESSMASTER

Released this month in the US, this is the latest version of the long-running *Chessmaster* series, the biggest-selling chess series ever created. OK, so chess may not be everyone's cup of vanilla Coke, but to be able to play the game online in real time against opponents from around the world is one good reason for chess aficionados to be interested.

EVERQUEST: FRONTIERS

GAME INFO

Developer:
**SONY ONLINE
ENTERTAINMENT**

Publisher:
**SONY COMPUTER
ENTERTAINMENT
AMERICA**

Release Date:
AUTUMN 2003

Publisher:
**SONY COMPUTER
ENTERTAINMENT
EUROPE**

Release Date:
2004

Website:
www.everquestonlineadventure.com

It was only recently confirmed, but there's a sequel to *EverQuest Online Adventures*, even though we won't even see the original for another three or four months. As is the norm with these updates, not much will change in terms of gameplay, but there's a lot more content and a good deal of tweaking done to make sure everything is nicely improved. To start with, *EQ Frontiers* adds another 162 square miles of new, uncharted territory, bringing the total game area to over 500 square miles. The game also updates the player models and offers new ways of customising your character. The big news for fantasy fans is the inclusion of a whole new playable race: the Ogres. These are massively-powerful beings that can wield some serious magic. I want to be one of those, please! In short, this add-on/update is adding a whole heap of new content. All you have to do is fork out for the new disc. The subscription fee remains the same...

DON'T FORGET...

What you see is only what's on offer in the US. There are plenty of online titles in Japan too, but very few of them will make it across to the UK. The big exception is, of course, *Resident Evil: Outbreak* which is previewed on Page 34

SOCOM II: US NAVY SEALs

FINAL FANTASY XI

EVERQUEST: FRONTIERS

JAPAN

CHESSMASTER

anyone FOR tennis

PS2
FEATURE

whether you have a weak backhand or a lazy lbt, we sort through the PS2 tennis games to find you a winner...



game: Perfect Ace!

Publisher: Oxygen • Developer: Aqua Pacific • Released: June 2003 • Current price: £29.99



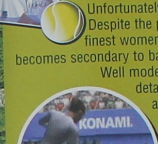
This sim-centred title was featured last issue, adding to this year's comparatively meagre share of tennis games. Compete in up to 16 different stadiums from around the world in quick-fix Single Match, Tournament and the Davis Cup-styled Championship featuring a complete set of surfaces (including carpet). The 32 pro players again appear generally styled and are all men (how about a handful of women, please?). Gameplay itself is intuitive and generates a good feeling of pace with all types of shots, with the added 'power shot' adding a nice 'smash factor' to heat up gameplay. General graphics and animations could be better.

score: 06



game: Pro Tennis WTA Tour

Publisher: Konami • Developer: Konami • Released: August 2002 • Current price: £15.00



Unfortunately, the ladies have been let down. Despite the presence of 20 of the world's finest women's stars, playing tennis here becomes secondary to battling with bad game mechanics. Well modelled players, decent sounds and detailed stats are counterbalanced against bad AI, poor controls and robotic animations, making the whole experience slow and clumsy. Modes are basic stuff: Exhibition (single or doubles), Tour (aka Career) or Tournament. One big bloop is in the absence of meters to indicate strength or speed of serve. One to avoid.

score: 04



game: smash court tennis: pro tournament

Publisher: Namco • Developer: Namco • Released: June 2002 • Current price: £22.99



Another title that helped mark tennis as a viable next-gen sports game. *Smash Court Tennis* builds on its previous PSone effort and borrows from Sega's *Virtua Tennis* solid, core arcade-style gameplay. The challenge here is to focus and refine the subtleties in taking shots, body placement and weight. The tough AI and long, tense rallies force you to build on abilities. As well as a few imposters, *Smash Court Tennis* also features eight of the most popular players on the circuit such as Andre Agassi, Pete Sampras, Martina Hingis and every young boy's wet dream, Anna Kournikova. There's also four real-life courts including stadiums for the US Open (hard), the Torrey De Paris (clay) and Wimbledon's classic grass. The biggest challenge is the arduous Pro Tournament Mode and its sharp learning curve. The most fun is the infectious four-player doubles. Only let down by mediocre, generic visuals.

score: 08



game: next generation tennis 2003

Publisher: Wanadoo • Developer: Carapace • Released: May 2003 • Current price: £24.99



Last year's *Next Generation Tennis* was a competent offering from the French developer, but never a first-choice game when others around had more gameplay flair. *Next Generation Tennis 2003* continues with more of the same, with over ten game modes (two unlockable, sand and ice), mixing sim and arcade. There are official courts from the US Open and Roland Garros, and lesser-known featured pros such as Marat Safin and Justine Henin. But no big seeds. Modes include the multiplayer-focussed Challenge (create your own tournament), the arcade-style Two-Against-One and Race (here, defeat as many opponents in a row in one-game or one-point matches). The Career Mode where you can compete around the globe over 20 seasons offers a good challenge. Lacklustre presentation overall.

score: 05



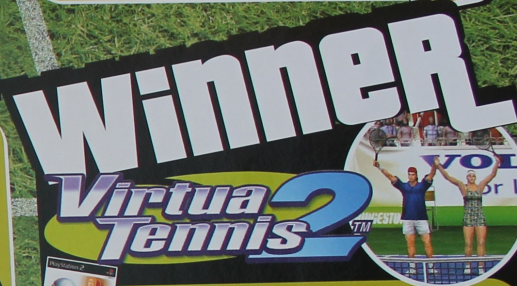
game: Slam Tennis

Publisher: Infogrames • Developer: Infogrames • Released: August 2002 • Current price: £29.99



Less sim, more arcade, *Slam Tennis* is a distinctively-styled 'pick up and play' title. There's a handful of licensed players, including Tim Henman and Carlos Moya, and the rest are fictional. The four modes feature Arcade (best-of-five styled with a special shot meter to fill, enabling you to perform lethal shots), Exhibition for one to four players, Championship and Challenge mini-games. Player animations and cut scenes add to the atmosphere, and responsive controls give a good command over speed, tempo and curve. CPU opponents are methodical, yet still commit the odd 'human' error, providing a realistic reflection of the game. The main criticism is its unbalanced difficulty curve, meaning the overall experience lacks proper pace.

score: 07



Publisher: Acclaim • Developer: Sega/HiMaker • Released: November 2002 • Current price: £29.99



Sega's acclaimed arcade and Dreamcast tennis franchise provides the benchmark for other games to follow. This PS2 port is surely one for the purists. It has the best line-up, choosing from 16 pro players including Venus and Serena Williams, Alexandra Stevenson, Arantxa Sanchez-Vicario, Tim Henman and Japanese star Ai Sugiyama. The three modes featured are Exhibition (which offers some rewarding single-match play), Tournament (a full competition to win cash) and World Tour (start ranked at 300 and claw your way up). Also, several mini-games including Alien Force, Tank Attack and Sniper function as good grounds for serve, volley, footwork or stroke training. Don't be fooled by *Virtua Tennis 2*'s simple, arcade-style presentation. This gameplay runs deep (there's over 60 hours in World Tour alone) and it offers the best challenge to date. Although there's no vast improvement graphics-wise, this is still the best tennis game in town.

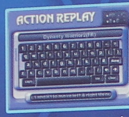
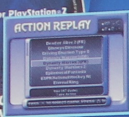
score: 09



ACTION REPLAY™

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REVIEWS

HERE ARE SOME SERIOUSLY SCARY GOINGS-ON THIS MONTH, AS BOTH EVIL DEAD: A FISTFUL OF BOOMSTICK AND CLOCK TOWER 3 COME UNDER THE SPOTLIGHT. BUT ARE THEY ANY GOOD?



SPONSORED BY AIR THE ULTIMATE CHEAT SYSTEM!



REVIEW RATING

- A work of genius. A gaming classic. A game so fine it could start a religion. There's nothing wrong with a game like this. **10**
- Top-drawer entertainment. You won't go wrong if you buy this game. There's few that are better. **9**
- A quality title. Worth your cash, but it won't change your life. **8**
- A competent chunk of gaming that will while away the hours effectively without setting the world on fire. **7**
- Pretty good on the whole, but there are flaws and limitations. OK if you're a fan of the genre. **6**
- So-so. The kind of game that's OK for half an hour here or there or an overnight rental. **5**
- There's hope here, a hint of what could have been but it's buried beneath a lot of rubbish. **4**
- Mainly rubbish, but the odd chink of entertainment. **3**
- Use as a lesson in how not to program a game. **2**
- For use only as a sparkly mobile to distract babies or to decorate your 'futuristic' flat **1**

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EVIL DEAD: A FISTFUL OF BOOMSTICK



INDYCAR SERIES



ENTER THE MATRIX



SPEED KINGS



F1 CAREER CHALLENGE



CLOCK TOWER 3

Available NOW at **Dixons** www.dixons.co.uk

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GAME SPEC

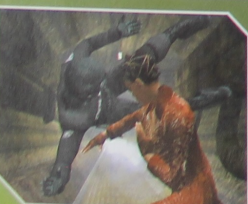
PUBLISHER: ATARI
DEVELOPER: SHINY ENTERTAINMENT
ON SALE: OUT NOW
NO OF PLAYERS: 1-2
PRICE: £39.99
WEBSITE: www.enterthematrixgame.com

ENTER THE MATRIX

HIGHLY ANTICIPATED, MASSIVELY HYPED AND ONE OF THE BIGGEST, COOLEST MOVIE LICENCES EVER, IS THIS JUST A QUICK CASH-IN, OR COULD THIS BE THE ONE?



36830 (DIO:11), catching the rock B



A devastating chop to the neck disables Ghost's foe inside the Matrix

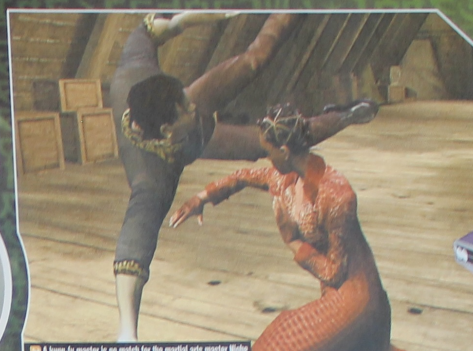
With the bar for movie licence tie-ins raised by EA's impressive *The Lord of the Rings: The Two Towers*, it's all-the-more important to get a *Matrix* tie-in spot-on. After all, there's been plenty of ropey games based on movies.

Enter the Matrix, however, makes a brave attempt at taking the concept of the movie tie-in a step further by delivering a story that runs parallel with that of the film, *The Matrix Reloaded*. This fills in the background story to the film's central storyline. Although this is an admirable effort, its plodding plot is weak compared to the intricate weaving of the movie's main storyline (which, to be fair, would've been difficult to transfer to a game).

This leaves the emphasis on the gameplay, which unfortunately doesn't deliver the experience promised. It's worth a butcher's for the hardcore *Matrix* film fan, but a bit of a disappointment for the rest of us. On the plus side, the big attraction for fans of the movies are the new sequences shot especially for the game and voices from all the lead stars.

MPS
Ammo: 29
Clips: 0

Health: 145



A kung-fu master is no match for the martial arts master Niobe



Desert Eagle
0 / 8



"THE GAME FAILS TO DRAW ENOUGH FROM THE MOVIE'S STRENGTHS"

GET IN CHARACTER

Instead of taking control of the movie's central characters, you're offered control of the sequel's secondary folks, Niobe and Ghost. Both appear briefly in the movie (Niobe is more prominent, being Morpheus's ex-squeeze). Their brief appearances in the movie are where the game steps in to explain what their missions are and what they're doing during their absence for a large portion of the film. The female choice is Niobe, a martial arts master with superb driving skills (played by Jada Pinkett in the movie). The male option comes in the form of Ghost, a Buddhist assassin with a penchant for kicking people in the head.

SUB-PLOT

You pick up the plot at the conclusion of a story that appears on *The Animatrix* DVD, a collection of animated shorts about *The Matrix*. Then you're presented with a number of missions to complete before reaching the game's finale, which lies in



"GHOST, A BUDDHIST ASSASSIN WITH A PENCHANT FOR KICKING PEOPLE IN THE HEAD"

Re-exact those key movie moments using the focus meter, cool

Focus 26%

with the end of the sequel. The plot is rather shallow, as the game assumes you're already familiar with the film and know what's what. The story's littered with FMV throughout, but most non-interactive moments are rendered within the game engine. It all concludes with a fairly decent FMV ending, and film fans will welcome a trailer for *The Matrix Reloaded* tacked on for good measure.

ON A MISSION

The game's engine manages to deliver a mediocre third-person action title. Once inside the (rather texture-challenged) Matrix you're able to fire a plethora of weapons and engage in hand-to-hand combat with a varied collection of enemies. Your chosen hero goes up against cops, SWAT forces and a number of indestructible agents, who appear at well chosen spots in the game. The game itself is mission-driven, achieving certain goals being necessary to proceed further. You rescue captured rebels, navigate your ship through a claustrophobic sewer system, chase airplanes in an SUV (the less said about the driving sequences, the better), take out a nuclear power plant (which ties directly to the film's storyline) and defend the Logos, your hover-ship, against Sentinel attack. For people who haven't seen the film, these objectives aren't very well explained, particularly how

MOST WANTED

SEQUENCES FROM THE MATRIX RELOADED MOVIE WE'D LOVE TO HAVE SEEN IN THE GAME...



NEO VS CLONED AGENT SMITHS

After a meeting with The Oracle, Neo runs in to the exiled Agent Smith, who now freely roams the Matrix and can clone himself at will. It all kicks off in one of the most breathtaking fight scenes the movie has to offer.



MORPHEUS'S TRUCK-TOP BATTLE

During the movie's climatic finale, Morpheus fights an Agent to protect the Keymaster. It's a nail-biting stunt, with Morpheus clearly unlikely to win, but he must hold on until Neo can get there. Would've made a cracking game sequence.



TWINS VS MORPHEUS AND TRINITY

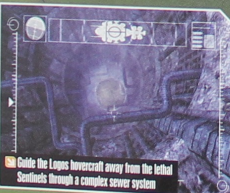
Could've made a cracking two-player section. Morpheus and Trinity are pursued by the Twins, two lethal Sentinel programs who can turn into ghosts and pass through solid objects. A major scrap ensues in an underground car park and leads to a vehicle chase.



NEO'S FLIGHT TO SAVE TRINITY

The film's final moments see Neo flying through the city, creating a wave of destruction behind him. He must get to the building where Trinity is falling in time to save her.

TO BE FAIR... *Enter the Matrix* has some tasty sections, but if a game had been made based strictly on the film, the above are the scenes we'd love to have played out.



Neo jumps from building to building in one of the game's cool scenes



Morpheus opens fire with an A1-47, one of the game's better weapons

GLITCHES IN THE MATRIX

One element of combat essential to making the first *Matrix* game feel more like the film is Bullet Time, which debuted on the big screen in the first movie. But the delay between film and game (a fault of Shiny, who turned down a first film game tie-in) means games such as *Max Payne* have already used the effect. Bullet Time is governed by a focus meter in *Enter the Matrix*. This 'focus' can be used at the touch of a button, allowing you to run up walls with ease and cartwheel in a hail of gunfire. But strangely, this isn't required that often as you take out basic enemies with ease. That brings us to the AI in the game, which is frankly a bit of a mess. Enemies run into walls and get stuck, or poke through doors instead of trying to find a way to get to you. The game is rarely difficult or testing. Simply standing still for a moment regains your health, draining any tension.

The game fails to draw enough from the movie's strengths, ie. the amazing

stunts. Although the central characters sometimes make daring escapes, you never actually get to do many of the stunts yourself. Morpheus runs up to a ledge, but from there it's a cut scene to show her leaping, which comes off as a bit of a cop-out.

In the end, *Enter the Matrix* should've been so much better. It should've been Neo! "Well, a lot of bad stuff happens to Neo in the second movie that really wouldn't be fun for the player," said head of Shiny Entertainment, Dave Perry. Bad stuff? Like fighting hundreds of Agent Smiths? Flying across cities and mountains? Destroying Sentinels? Yeah, sounds like a bit of a cop-out to us too. Fans get a short-term fix during the *Matrix* film fever, but anyone looking for anything deeper may feel short-changed. **DEN KEEN**



Neo and the vamps: a fight to the death inside the Matrix, but do well and you'll unlock two-player fighting



"THE PLOT IS RATHER SHALLOW AS THE GAME ASSUMES YOU'RE ALREADY FAMILIAR WITH THE FILM"

PS2 VERDICT

FOR

- Varied Missions
- Easy to pick up and play
- Focus/Bullet Time make fighting fun.

AGAINST

- Intrusive cut scenes
- Ropey AI enemies
- Some iffy textures

ALTERNATIVES

- Lara Croft Tomb Raider: Angel of Darkness (Score TBA)
- Grand Theft Auto: Vice City (10/10 Iss 27)

LONGEVITY

- If you're any good, you'll finish this in under a week. It's not very hard.

OVERALL

Fans may enjoy this flawed action romp, but it just doesn't deliver the *Matrix* experience we all hoped for.

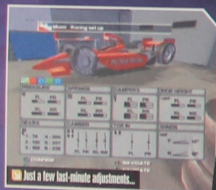
INDYCAR SERIES

GAME SPEC

PUBLISHER: CODEMASTERS
DEVELOPER: BRAIN IN A JAR
ON SALE: JUNE
NO OF PLAYERS: 1-2
PRICE: £39.99
WEBSITE:
www.codemasters.com/indycarseries



"SENSATION OF SPEED IS IMPRESSIVE"



Just a few last-minute adjustments...



Burning rubber!

INDYCAR RACING: DRIVING AROUND IN CIRCLES. NICE WORK IF YOU CAN GET IT...



GET INTO THE GROOVE



You can see the racing line there, in the left

The racing line, or 'groove', is displayed as a darkened area of the track. This is where the track is hottest, so more tyre rubber is laid down on the tarmac, making it darker, see? Of course, all the other cars want to follow this line too in order to make the fastest laps possible, so some left manoeuvring is called for unless you want to be sandwiched between a fast approaching opponent and the track wall.



In the groove, baby!

Known by many (well, me anyway) as the American Formula 1, the IndyCar Series has been going for some 92 years now, and each nerve-shatteringly intense (it says here) race features up to 33 cars on each track, travelling at 220mph or more. Sounds exciting, dunnit?

MIRROR, SIGNAL, YAWN

The idea here is even a complete novice can compete in the championship, or just the Indianapolis 500 if you prefer. Not only are there several gadgets to assist the learner driver, such as braking assistance, steering assistance and more, but there's also a driving masterclass hosted by one Eddie Cheever. He teaches you the rules of



"SPEED DOWN A STRAIGHT, TURN LEFT, SPEED DOWN A STRAIGHT, TURN LEFT"



I've got two of his tyres! Let's scrap!

Indy racing, advanced driving techniques and how to use the pits. Genuinely useful stuff, and a worthy addition to the package. Just as well really – the sensation of speed when on the track is quite impressive, and I found it all-too-easy to adorn the track walls with various parts of my car.

Of course, being an official title means IndyCar Series features all the drivers, cars and tracks you'd find in the real sport, including the ridiculously named Billy Boat. I don't know how many UK IndyCar fans there are: I didn't recognise any of the drivers. But maybe I'm just not in the groove anymore, or something. Whether sales of the game will be affected by the fact that this is a US sport, only time will tell – Madden et al have done OK, so we'll see.

NO L-PLATES REQUIRED

There's an impressive level of detail on offer here. From the aforementioned cars (with correct sponsors and colours) to driving techniques such as drafting/slipstreaming and using the weight jacker to adjust the weight bias

of your car, IndyCar Series suits the petrolhead as well as the virgin racer. Where the game falls flat on its arse, however, is in the entertainment it provides, or lack thereof. I suspect this is more a problem with the sport itself, but it's dull. Mind-bendingly so, in this reviewer's opinion. Imagine racing a circuit that's much the same as any other – speed down a straight,

turn left, speed down a straight, turn left, speed down the straight again, turn left; getting the picture?

Intense? Exciting? Adrenaline rush? I'm playing the wrong game, surely. I found an overly-complex simulation of a foreign sport I found it difficult to identify with, which required me to drive in circles very fast. That sounds harsh, but I



You too can create a flying car!

IT'S GENETIC!

The AI of the CPU drivers has been 'genetically' developed by tweaking their artificial 'genes', watching how they attempt a race, and splicing the best with fresh AI drivers. This means AI drivers don't follow a scripted path – they display all the behavioural characteristics of real drivers, and fiendish bastards they are too! Don't worry too much though – the AI difficulty is dynamically adjusted according to the skill of the player. Phew.



The other driver will employ every dirty trick they know...



...like this one! Arggh!



PS2 VERDICT

FOR

- Authentic detail
- Plenty of option for beginners
- Fast

AGAINST

- Drive in circles!
- Gets difficult quickly
- Awful 'rawk' music

ALTERNATIVES

- NASCAR Thunder 2003 (Coming soon)
- F1 Career Challenge (This issue 8/10)

LONGEVITY

- If you're a fan, you'll find plenty of challenge and depth here.

OVERALL

Casual gamers will find little to interest them, die-hard fans might. Just.



EVIL DEAD: A FISTFUL OF BOOMSTICK

☞ Zombie or not, you wouldn't want mess with a man armed with a chainsaw when he's in this kind of mood...



EVIL DEAD - THE MOVIES



THE EVIL DEAD (1981, DIR: SAM RAIMI)

Five friends go to a cabin in the middle of a deserted wood. They read the Book of the Dead, and before you know it, the place is overrun by zombies. This incredibly low budget pure-test launched the careers of Sam Raimi and Bruce Campbell, who played wisecracking hero Ash with real style. This is one of the scariest of the three, with its ingenious camerawork and spooky location.



EVIL DEAD II (1987, DIR: SAM RAIMI)

This one ups the gore and the laughs, and is effectively a remake of the first film with a bigger budget. Ash is back in the cabin to finish off the Deadites, but he's betrayed by his own hand. Literally. No problem: just attach a chainsaw to the bloody stump and cause some mayhem. Groovy. This one ends on a cliffhanger as Ash is sucked through a time portal to a distant land.



ARMY OF DARKNESS (1993, DIR: SAM RAIMI)

In comparison to the other two, this is a mega-budget action extravaganza. Ash finds himself trapped in the 13th Century, and must use his wits to find the Necronomicon and use its power to get back home. Of course, once he gets the book he misreads the spell and unleashes the Army of Darkness. Cue mayhem and animated skeletons. Dogs.

GAME SPEC

PUBLISHER: THQ
DEVELOPER: VIS INTERACTIVE
ON SALE: OUT NOW
NO OF PLAYERS: 1
PRICE: £29.99
WEBSITE: www.thq.com

THE DEADITES HAVE RISEN AGAIN. AND ONLY PITHY QUIPS AND A BOOMSTICK CAN SAVE THE DAY...

The *Evil Dead* trilogy of films deserves a decent game. Its black humour, suspense and gore make it ideal territory for some top-notch videogame action. And developer VIS hasn't done a bad job either.

VIS's last PS2 game was 2001's *State of Emergency*, and anybody who has played that will recognise the look of this game and see some similarities, ie. you run around with big weapons as lots of Deadites run at you. The screen isn't quite so crowded this time around.

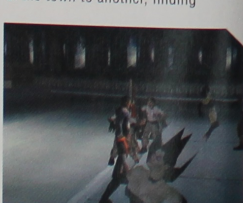
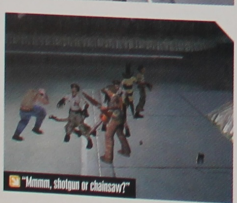
"BIG GORY ACTION"

which is a good thing, but the graphics haven't really moved on. The emphasis is clearly on the big, gory action and not on the looks.

NOT EVERY SYLLABLE

But there's no shortage of action. The benighted town of Dearborn has been overrun by Deadites (the zombies of the piece) thanks to some fool reading from the Necronomicon (the book of the dead) on live TV. That turned the inhabitants of the town from sleazy (but human) no-marks into flesh-hungry zombies. Only Ash can stop them. It's up to you to take Ash around the town, through different time zones, satisfying different objectives and laying waste to all the Deadites you can.

Interestingly, it's the objectives that drive the game. You have to do all sorts of different tasks, although at heart they generally involve getting from one part of the town to another, finding



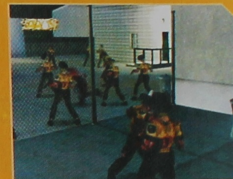
☞ "Mmm, shotgun or chainsaw?"

EVIL DEAD: A FISTFUL OF BOOMSTICK



SPELLING BEE

As Ash moves through the game, he discovers spell scrolls that augment his abilities. The power for these spells comes from the souls of the dear departed Deadites that Ash collects in an *Onimusha* style. Lightning (below left), super-strength and fireballs are all available, but the coolest is possession. Your spirit swoops around the map looking for a Deadite that can then be used to solve puzzles Ash couldn't do on his own (below right, Ash has possessed a Deadite).



something, taking it somewhere else and using it. OK, it's simple, but there's plenty of them, so there's always a sense that game is moving on; you're always getting to the next task. They don't have to be done in order either, so you could be juggling six or seven tasks at once.

You learn your tasks by talking to the remaining humans, which gives the game plenty of opportunity for genuinely funny dialogue. The man who played Ash in all three *Evil Dead* movies, Bruce Campbell, delivers it in some style. (Bruce was also the man who voiced the surprisingly-funny tutorial in 2002's *Spider-Man the Movie* game.)

GIMME SOME SUGAR

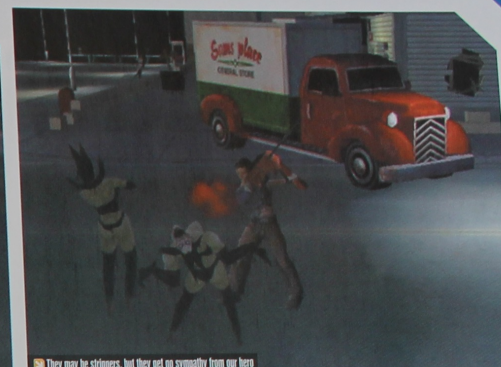
Ash can use two weapons at once. The chainsaw (or other converted power tool) and then something else in his left hand, which could be a shotgun (the titular boomstick), a shovel, a pistol or some dynamite (which so far has proved next to useless, but not to worry). The chainsaw cuts through swathes of Deadites, spraying everything

with claret in a nicely satisfying way, and is best used for close combat. The shotgun targets the nearest enemy, so it's possible to fire the gun behind you while using the chainsaw on a

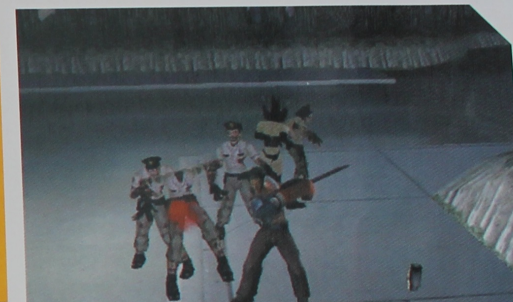
"THE COMBAT IS STYLISH RIGHT THE WAY THROUGH"

Deadite in front. That alone is pretty cool. In fact the combat is stylish right the way through, and the spells add an extra dimension (see boxout).

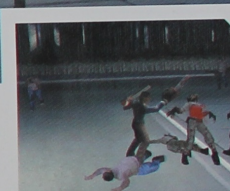
The only problem with the game, aside from the disappointing graphics, is the fact that the combat action gets a little samey. The quality quips, the gore and the full-on dismemberment keep it fresh for a good while, but it's so repetitive. I enjoyed it a lot, but then I'm quite a fan of the films. There's plenty here, the game's a decent length, and like *State of Emergency* there are unlockable arcade mini-games which are fun. In fact it's a decent action game and nothing more, but when you consider you can pick up the game and *Evil Dead 2* on DVD in a special pack for only 30 quid, I don't feel I should complain too much. ■ JULIAN BOARDMAN



☞ They may be strippers, but they get no sympathy from our hero



☞ A handful of deadite cops is no match for Ash



PS2 VERDICT

FOR

- Ash has some great moves
- Powerful weapons
- Fast-moving gameplay
- Genuinely funny

AGAINST

- Gets a little samey

ALTERNATIVES

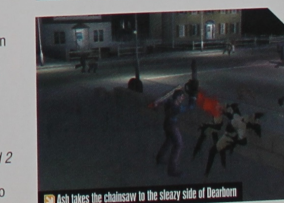
- *State of Emergency* (Issue 19, 6/10)
- *Ratchet & Clank* (Issue 26, 9/10)

LONGEVITY

- There's loads here, so if you don't demand too much variety from your action, you get 30 to 40 hours out of this.

OVERALL

Funny and stylish, but the action gets repetitive.



☞ Ash takes the chainsaw to the sleazy side of Dearborn

GAME SPEC

PUBLISHER:ACCLAIM
DEVELOPER:CLIMAX
ON SALE:OUT NOW
NO OF PLAYERS:1-2
PRICE:£19.99
WEBSITE:www.acclaim.com/games/speedkings/

SPEED KINGS

THE GUYS BEHIND MOTO GP ON THE XBOX BRING EXTREME MOTORBIKE RACING TO THE PS2.

"VERY RESPONSIVE"



Motorbike racing games are a bit of an odd genre, being somewhat hard to pull off without feeling like a car-racing game with very thin cars. Fortunately, Climax is a development team with plenty of experience in the area, being the guys behind the *Moto GP* series on the PC and Xbox, and *Speed Kings* doesn't disappoint.

The first thing new *Speed Kings* players should try is the Licence Mode. Here you learn the tricks of the trade, from simple boost starts to powerdowns (slides that get you under obstacles), wheelies, endos (the opposite of a wheelie, using your brakes) and even crazy tricks like handstands. The bikes are reasonably easy to control and are very responsive, handling extremely well. With a little practice you can zip in and out

RACE TIME

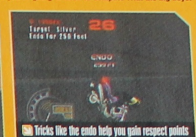
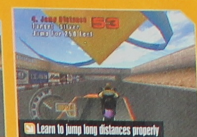


There's nothing quite as satisfying as when the perfect race plan comes off. Here's me showing the wannabes a thing or two on the Uberburg course...



SHOW YOUR SKILLS

The Licence Mode is a perfect starting point for budding *Speed Kings*; here you can learn all the moves you're going to need to compete with the big boys.



of the oncoming traffic at ridiculous speeds. Did I say oncoming traffic? Yep, this is extreme racing folks, carried out on busy city streets in the middle of rush hour.

ADRENALINE JUNKIE

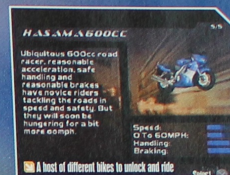
Speed Kings has six single-player modes to keep you racing: Single Race, Race Meets, Time Attack, Trick Attack, Head-to-Head and the unlockable Grand Prix Mode. With the exception of the Trick Attack Mode, the gameplay in each mode is more or less the same; beat the other racer(s) to the finish line whilst pulling off as many crazy stunts as you can to gain respect points, which can be later spent on new goodies. The more tricks you pull off, the more your powerband meter rises, with a full powerband meter allowing you to unleash a short adrenaline-pumping burst of turbo speed to catapult you down the road.

With cars all over the show, trucks that cross intersections without warning, trees and other obstacles that come crashing into your path and opponents who kick you off your bike if they get close enough, the action keeps coming thick and fast. Your average lap may well include a powerdown under a truck that suddenly crosses your path, hitting a jump to fly over a busy intersection, pulling a 1000-yard wheelie down a straight to complete a respect challenge and powerbanding it past a speed camera at over 200mph!

With lovely speed blur and weather effects, plus silky-smooth animation, all rock-steady at 60 frames per second, *Speed Kings* is visually impressive. Some of the stages may be a little bland, but this is made up for with interactive scenery including falling trees and even tornadoes. What's more it can all be enjoyed just as well in split-screen two-player mode, where all the single-player game types are available, plus additional Tag and Pursuit Modes.

GRAB YOUR GLOVES

This is a fast-paced and thoroughly entertaining arcade-style motorbike racer. Some will find it a little bit of an in-



between title, being not quite a full extreme sports game like *Freakstyle* yet not a true racer like *MotoGP3*, but nonetheless *Speed Kings* offers hours of quality entertainment, and at 20 quid you can't knock it. **JAMIE WILKS**



"THOROUGHLY ENTERTAINING"



PS2 VERDICT

FOR

- Great fun to play
- Six game modes
- Eight split-screen modes
- Loads to unlock

AGAINST

- Bit of a half-way house
- Won't last forever

ALTERNATIVES

- Freakstyle* (Issue 23, 7/10)
- MotoGP3* (Issue 31, 7/10)

LONGEVITY

- Plenty of tracks, but not the best game for longevity.

OVERALL

A really fun, original freestyle motorbike racing game.



F1 CAREER CHALLENGE

GAME SPEC

PUBLISHER... ELECTRONIC ARTS
DEVELOPER... EA SPORTS
ON SALE... JUNE 27TH
NO OF PLAYERS... 1-4
PRICE... £39.99
WEBSITE... www.easports.com

EA GIVES ITS F1 GAME A NEW TITLE AND A NEW OUTLOOK...



GET IN THE ACTION

F1 CAREER CHALLENGE OFFERS FOUR DIFFERENT POSITIONS FROM WHICH TO WATCH THE ACTION: FROM THE ARCADE-STYLE BEHIND-THE-CAR VIEW, TO TWO DIFFERENT IN-CAR PERSPECTIVES AND A RIDGE RACER-STYLE TOTAL ROAD VIEW, WHICH YOU CHOOSE IS UP TO YOU...



The behind-car camera gives the best view of the action around you



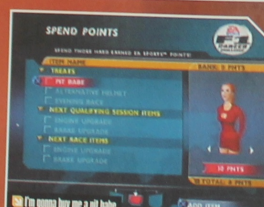
The whole-road camera gives an unbelievable feeling of speed!



The top cockpit camera gives a more TV-like perspective



The in-car view offers maximum realism



Most of us have played at least one of EA's F1 games, right? Since 1996, they've been rolling off the production line, with each new update adding a slight tweak here and an extra feature there. This has left fans of the series bored and pining for a new challenge, and at last it seems their prayers have been answered with *F1 Career Challenge*. This new game spans not one, but four seasons (1999 to 2002), during which you build your racing career and work your way to the top of Formula One.

FORTY YEARS, MAN AND BOY

F1 Career Challenge is a full-blown racing simulation. If you're expecting to leap straight into the cockpit and be flying around Silverstone in no time, you're in for a shock. You might think you can nip to the chippy and back in



With a flying start, PS2 gives three places...



CHICANE CHALLENGE

IT TAKES SOME PRACTICE TO HANDLE A FORMULA ONE CAR PROPERLY, BUT LUCKILY THE SUPER-LICENCE TEST PROVIDES AMPLE AMOUNTS OF IT. HERE'S HOW TO GET TO GRIP WITH THINGS...



First, read the test introduction and watch the demonstration; negotiate a tricky chicane!



The timer ticks down and the computer gives me a rolling start...



...With a glance at the course map, I approach the first bend and adjust my racing line...



...then I brake smoothly and steer the car through the centre of the chicane...

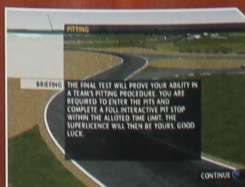


...before coasting around the outside of the second bend and away!

your Citroën Saxo like a pro, but if you try taking a hairpin in one of these at 150, you're eating crash barrier faster than you can say Murray Walker. To be able to control these babies properly, you're going to need to work at it, and where better to start than gaining your professional licence?

"SUCCESS LEADS TO OFFERS FROM BETTER TEAMS"

The game takes you through accelerating smoothly and braking properly before you're allowed to attempt your first corner. Get on the outside of the bend, brake early and not too hard, steer around the apex and accelerate smoothly away and you just might manage to stay on the track. With a little more practice, you've mastered this technique, and can prove your skills in all weather conditions and with other drivers on the track. Then you can pick up your licence, sign your contract and begin racing.



THEY'RE ON THE STARTING GRID...

Between races you're given various racing tasks to complete, such as gaining vital data for your technicians to work with. Once race day itself arrives, you're given the chance to practice on the track before setting your qualifying time and starting the race proper. At first you're set attainable finishing targets quite a way down the order, but as you progress and your reputation increases with your successes, your constructor expects ever-better finishing positions from you. Eventually success leads to offers from better teams, and then it's onwards and upwards.

F1 Career Challenge looks great, with crisp graphics, gorgeous lighting and weather effects, and beautifully-detailed courses. It also doesn't disappoint in the sound department, and annoying race commentators are blissfully absent!



Don't drink and drive, kids!



Fully interactive pit-stop features

THAT'S NOT ALL, FOLKS

With a Quick Race Mode, Split-Screen and Time Trial multiplayer modes, not to mention lots of extra features like interactive pit stops, buyable items and secrets, *F1 Career Challenge* is the ultimate Formula One package. If you're a Formula One fan, this is the game for you.

If you just like driving games in general, there's plenty here if you crave a little simulation, but whilst *F1 Career Challenge* has a lot to offer, I doubt it will convert the non-racing game fan.

— JAMIE WALKER



The wet weather effects are gorgeous

"YOU'RE GOING TO NEED TO WORK AT IT"

PS2 VERDICT

FOR

- Four seasons
- Very realistic
- Great graphics
- Good licence introduction

AGAINST

- Pretty tough
- Still one for genre fans

ALTERNATIVES

- Midnight Club 2 (9/10, Issue 32)
- F1 2002 (8/10, Issue 21)

LONGEVITY

- F1 Career Challenge* takes some time to master.

OVERALL

- A great F1 game, but it won't convert non-enthusiasts.



GAME SPEC

PUBLISHER: CAPCOM
DEVELOPER: SUNSOFT
ON SALE: NOW
NO OF PLAYERS: 1
PRICE: £39.99
WEBSITE: www.capcom-europe.com

CLOCK TOWER 3

TIM TAKES A LOOK AT CAPCOM'S LATEST SCALP-CRAWLER, AND THEN RUNS LIKE A GIRL...



"DATED NEXT TO SILENT HILL 3"



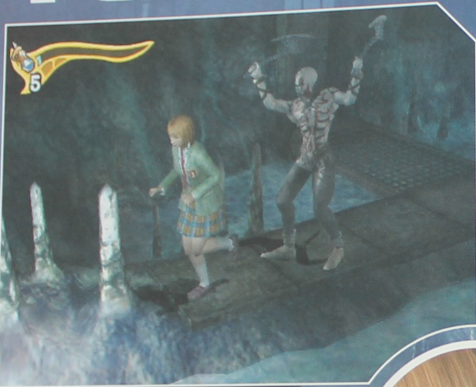
ROYALE WITH CHEESE



The big selling point behind *Clock Tower 3* has been CG sequences, directed by the late Kiyohiko Fukasaku. Kiyohiko was the director of the controversial live-action Japanese film, *Battle Royale*, which featured a class of schoolkids killing each other in various bloody ways.



Some of this seems to have spilled over to *Clock Tower 3* with the disturbing, day-afternoon-driven murder of a 12-year-old girl being a case in point. However, there's no shortage of adults and GAFs getting axed in the head or dunked in acid later on. It's all the more surprising, then, that our friendly neighbourhood censor, the BBFC, thought the mayhem was only worthy a 15 certificate. How times change.



The *Clock Tower* series, originally created by the now-defunct Human Corporation, started life on the Super Nintendo and has always played on one key ingredient: running like criminally from a supremely nasty monster. Now Capcom has snagged the rights and the formula continues, pitting a 14-year-old English schoolgirl against an assortment of ugly monsters with violent tendencies. Sounds like my old secondary school, that.

The game plays like a traditional survival horror offering, with dated-looking pre-rendered backdrops and jaggy-ridden characters. You spend most of your time progressing through each chapter of the story, solving simple puzzles and dodging a unique monster when he appears, ducking into a handy hiding space to avoid being splattered. Each 'level' is capped off with a final showdown with the monster, where you finally get some mystical weaponry to finish him off.

BORROWED TIME

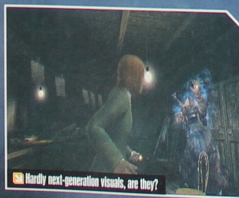
Clock Tower 3 is certainly scary enough, but it's short

I don't think *Optimus* will help, somehow

even by the genre's standards, and feels dated next to the likes of *Silent Hill 3*. There's also some annoying gameplay glitches – you can, quite literally, hide in plain sight and the monster misses you. Boss fights are also unforgiving.

On the upside, the storyline is strong and some non-player characters meet some surprisingly brutal deaths.

On the whole, *Clock Tower 3* is an adequate rental, a creepy, old-fashioned survival horror game that looks a bit out of place now that *Silent Hill 3* has arrived. It's worth a weekend rental, but you won't want to spend top dollar on it. ■ TIM WRIGHT



How many next-generation visuals, are they?

PS2 VERDICT

FOR

- Suitably scary
- Impressive movie scenes
- Strong storyline

AGAINST

- Very short
- 'First generation' graphics
- Dim monster AI

ALTERNATIVES

- *Silent Hill 3* (Issue 32, 9/10)
- *Project Zero* (Issue 24, 8/10)

LONGEVITY

- Around six to seven hours to beat the game, with little reason to replay

OVERALL

Scary and nasty, but strictly average on gameplay. A rent at best.

The Raven is back
the battle continues...

EDGE 8/10

"Armored Core 3 is one of the most comprehensive video games you are likely to play this year"

PlayStation 2

'It's the daddy'

PS2

"Armored Core 3, arguably the best mech game"



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Metro 3D Europe Ltd
PlayStation 2

Feel the Burn

Take an intense ride with IndyCar Series and the Fanatec Speedster 3 racing wheel...



It's a dog-eat-dog world on the Indy Racing circuit. IndyCar Series features ultra-close pack racing, requiring total focus to continuously overtake, defend your position and perform car-scratching close manoeuvres at speeds well over 200mph.

Featuring 14 official tracks and up to 33 cars, this game has a special 'genetically-engineered' AI system to make sure the competition is ruthlessly tactical, offering a real challenge and causing some stupendous collisions. For the full details on the game, turn to Page 74 to read our review.

Thanks to Codemasters, we have ten of these games to give away. And the lucky top five win the perfect combination of IndyCar Series and a Fanatec Speedster 3 racing wheel. The Speedster 3 is the latest official piece of kit, featuring programmable steering sensitivity and dead zone, tracking control and realistic gear change. So for your chance to win this perfect twosome, answer this question and call the competition hotline below.

Q: What colours appear on the chequered flag?

- A:** Purple and green
B: Red, white and blue
C: Black and white



Call 09064 701722

Terms and Conditions: calls cost 60p a minute. Lines open 24 hours. Competition open to UK residents only. Competition closes midnight July 20th.

FROGGER BEYOND

GAME SPEC

PUBLISHER: KONAMI
DEVELOPER: KONAMI HAWAII
ON SALE: JUNE
NO OF PLAYERS: 1
PRICE: £39.99
WEBSITE: www.konami-europe.com



Konami's latest PS2 offering is just a teeny bit different to Silent Hill 3. The legendary log-hopper from the classic game Frogger has finally come of age, and is due for his rite of passage into manhood. Or froghood. This will, inevitably, involve a whole lot of hopping around collecting coins, and getting flattened by passing heavy objects. And then doing it all over again.

Konami has transplanted the classic rotate-and-move gameplay into 3D, with the little fella rotating on the spot and then jumping one or two squares ahead in four possible directions. The fixed camera that follows you around helps for the most part, but there are times when you wish it could be operated manually, as it has a tendency to make jumps hard to judge. Cue much loss of life and copious swearing.

Frequent restart points and the occasional save point help mitigate the frustration



FROGGER BEYOND

WHY DID TIM WRIGHT CROSS THE ROAD? TO COLLECT HIS COPY OF FROGGER BEYOND OF COURSE...



somehow, and while the gameplay doesn't change much throughout the course of the game, there's plenty of variety in the level designs to keep things from getting too stale.

POLISHED OFFERINGS

Built with Renderware, the visuals are polished, but not outstanding. The production values are good with plenty of above-average voice-acting and lengthy cut-scenes.

Frogger Beyond isn't a great game, nor is it a stinker – it's simply an inoffensive run-around for the kids. Providing you can prise them away from your copy of Vice City long enough for them to try it out, that is.

■ TIM WRIGHT

IN THE BEGINNING....

Released in 1981, the original Frogger was a classic arcade game where the object was simply to get your little green fella across a busy road, then over a river full of floating logs to the safe havens on the other side, all under a tight time limit. Getting five frogs home ends the stage, and moves you to the next screen.

Despite being developed by Konami, the title screen for the game gives the credit to Sega!



"THE GAMEPLAY DOESN'T CHANGE MUCH"



PS2 VERDICT

FOR
• Classic Frogger gameplay
• Plenty of level variety

AGAINST
• Repetitive
• Fixed camera leads to cheap deaths
• Adds little new to the formula

ALTERNATIVES
• Rayman 3 (Issue 29, 8/10)
• Frogger: The Great Quest

LONGEVITY
• Plenty of levels to work through, but will you want to?

OVERALL
Standard kids' adventure based on a well-worn franchise.



GAME GEAR

THE BEST OF THE LATEST GAMING PERIPHERALS FOR YOUR BELOVED PLAYSTATION2...

METAL DANCE MAT

£125.99

Dance mats are great, but for those of us craving the solidity of an arcade dance platform, they're all a bit soft and wussy. Here, at last, is a big ol' metal mat from the brains at Spectra Video. This dance platform's almost identical to those found in the arcades (usually occupied by teenage girls or drunk students). Each directional arrow magically illuminates whenever a pad is depressed (not sad, y'know like: stood on, right?). This really makes it feel like the real deal. Get a couple of these, get beer, get pizza and dance yourself silly. The strength means Homer could get busy on it and never make a dent, so feel free to stomp yourself silly on possibly the best dance mat ever. Like anything good, it'll cost you, but if dancing games are your thing, this is the essential replacement for your flimsy dance mat. Quality.

PRODUCT SPEC

OUT:NOW
PRICE:£125.99
CONTACT:www.Logic3.com



TECH SPEC

- Illuminated heavy-duty pressure pads under each directional arrow
- Measures 85x85 cm
- Weighs a solid 16.5 Kgs
- Fitted with 60 non-marking rubber feet on the bottom to protect the platform and the floor, and this also ensures the platform does not slip while dancing on it
- Compatible with PS1 & PS2 consoles and all current dancing games

PS2 VERDICT

OVERALL
A superb alternative to making a twat out of yourself in the arcade.

TALKNET ONLINE VOICE COMMUNICATOR

£29.99

If you can't wait to get your hands on a USB headset to get chatting, but you don't want to fork out for *SOCOM: US Navy Seals* then Datel has the answer for you. TalkNet is a high-quality headset which is 100% compatible with any and all of the upcoming PS2 games which handle voice communication features. It's essential for taking full advantage of online gaming. With an instant voice-messaging service for PS2 in the US it can't be long before that happens over here. In fact we've also heard very strong rumours from Datel that the next version of Action Replay will also offer a very high spec form of online voice communication software, and that will be very soon. This headset is also the most comfortable we've tried.

PS2 VERDICT

OVERALL

The best third party headset for use on the PlayStation2 - period.

PRODUCT SPEC

OUT:NOW
PRICE:£29.99
CONTACT:www.codejunks.com



POWERBOARD - FOR PLAYSTATION2

(ALSO AVAILABLE FOR GAMECUBE)
£19.99

AT LAST, A DECENT, AFFORDABLE KEYBOARD FOR YOUR BELOVED PS2

Entering the latest AR codes on your joypad can be as tedious as hell, and lobby chat in *SOCOM: US Navy Seals* just isn't the same unless you've got a keyboard. Now Datel is proud to announce a slick, new, but very affordable keyboard for use on GameCube and PlayStation2.

For GameCube, this is the only keyboard available. Designed for use with online games like *Phantasy Star Online*, this stylish, semi-transparent design sits comfortably next to your GameCube as does the black PS2-compatible Powerboard with the PlayStation2. Easy to use straight out of the box, this is the perfect complement for PlayStation2 and GameCube owners looking for some keyboard support.

PRODUCT SPEC

OUT: NOW FOR BOTH PLAYSTATION2 AND GAMECUBE.
PRICE:£19.99
CONTACT:www.codejunks.com



PS2 VERDICT

OVERALL
A quality, good value third-party keyboard for use with your PS2.

TOP GEAR

SOME MORE RECOMMENDED GAME PERIPHERALS TO SPEND YOUR HARD-EARNED ON...

P99D2 LIGHTGUN - SRP

£19.99 • www.spectravideo.co.uk
This slick-looking new light gun is fully compatible with all light gun games (including GunCon2 titles). It has a built-in directional control and joystick port compatibility, with a true recoil effect with each shot, and a reload foot pedal.

ACTION REPLAY 2

£29.99 • www.codejunks.com
The world's best selling cheat device is No.1 for good reasons; it's the best in the business. Wacky, effective and tantalising cheats of all kinds for every game you can think of, with superb update and online support.

SOUNDSTATION 5.1

£149.99 • www.spectravideo.co.uk
Incorporates a true Dolby Digital decoder and six powerful surround sound speakers. A powerful set up to emphasise your gameplay, with crystal-clear sounds. Especially if you set up the six satellite speakers properly.

SHARP SHOOTER 2

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Holds the distinction of being Joytech's most sophisticated light gun to date, and is one of a select few light gun peripherals, to come complete with 100Hz compatibility. For more information: www.joytech.net

PS2 SCREEN

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- 02 LORD OF RINGS TWO TOWERS AUG 26
- 03 CHICAGO AUG
- 04 CRADLE 2 THE GRAVE AUG
- 05 BULLETPROOF MONK AUG 19
- 06 DREAMCATCHER AUG
- 07 HEAD OF STATE SEPT
- 08 HOUSE OF 1000 CORPSES SEPT
- 09 A MAN APART SEPT
- 10 THE CORE SEPT

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 Aug 26th £CALL	 Aug 26th £CALL	 SEPT £CALL	 SEPT £CALL	 SEPT £CALL	 Aug 12 £CALL	 SEPT £CALL

MOVIEZONE

THE BIGGEST CINEMA AND DVD MOVIES PREVIEWED, REVIEWED AND RATED EVERY MONTH FOR PS2!

CAGE IN WICKER MAN REMAKE

NIC CAGE TEAMS UP WITH NEIL LABUTE FOR WICKER MAN-REMAKE...

Evis-mad mega-star Nicholas Cage (Windtalkers) is all set to star in the Neil LaBute (Nurse Betty, Possession) remake of the 1973 classic The Wicker Man. The original horror film was about a policeman, Sergeant Howie (Edward Woodward), who's sent to a small island to investigate the disappearance of a girl. But instead he finds himself out of his depth in a pagan society. LaBute says he's moving the story to America (hmm) and "Cage is attached to play the cop. He winds up on this island that's a very matriarchal society, run by women who are direct descendants of pilgrims". Who's up for playing the babes? "The women should range from ten to 50." Lippy tomb-raiding temptress Angelina Jolie and light-fingered Winona Ryder are his first choices, according to LaBute.

The remake is expected to make its way to these shores Autumn 2004.

THE WICKER MAN

PIXAR PLANS REVEALED

SEQUELS ON THE CARDS AND MORE FOR PIXAR/DISNEY

Pixar Chief Executive Steve Jobs provided investors with an update on the current slate of projects up to 2005. Disney has the rights to make sequels of the films they made with Pixar, including Toy Story and A Bug's Life. But Jobs stressed he doesn't believe the company can handle or will want to handle more than one movie a year. That said, Pixar has ideas for sequels to Toy Story and Monsters, Inc. Though sequels are more likely to be successful than a new film, Jobs has said Pixar will show it can produce original ideas and stories. He also indicated Finding Nemo will arrive at theatres with a trailer for The Incredibles, the next co-production with Disney, due in winter 2004.

The last film under the current deal with Disney would be Cars, scheduled for autumn 2005.



DVD EASTER EGGS

Crack open special features with these wonderful Easter eggs...



DISC: RESIDENT EVIL
Feature: Slipknot video
How To Get It: On the main menu, highlight Special Features then press Left. A small symbol should now be highlighted. Press Enter and you're taken to a screen where you have to enter a five-digit number. The code is 86314. After this, you're rewarded with a video by Slipknot.



DISC: SIGNS
Feature: DVD credits
How To Get It: On the Set-up menu, press the Right arrow on your remote control to highlight a clapperboard icon. Press Enter to view the DVD credits page. Not the most exciting Easter egg we've ever seen, but hey, it's there...



DISC: LILO & STITCH
Feature: Lilo & Stitch 2 Teaser
How To Get It: Click on the Sneak Peak section of the disc, then click Left twice and an image of Stitch's face appears at the bottom-left of the screen. Select it and press Enter to see a teaser for the next Lilo & Stitch film.

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Tomb Raider II: Cradle of Life	Aug 22nd
Jeepers Creepers II	Aug 29th
Bad Boys 2	Oct 17th
Kill Bill	Oct 24th
Scary Movie 3	Oct 31st
The Matrix Revolutions	Dec 18th
Texas Chainsaw Massacre	Dec 19th
The Lord of the Rings: The Return of the King	Dec 19th
The Last Samurai	Jan 9th

Preview **THE BIG FLICKS**

STARRING:
DIRECTOR:
RELEASE DATE:
WEBSITE:

PAUL WALKER, TYRESE GIBSON, EVA MENDES,
COLE HAUSER, CHRIS 'LEDACRIS' BRIDGES,
JAMES REMAR, DEVON AOKI AND THOM BARRY
JOHN SINGLETON
JUNE 6TH, 2003
WWW.THEFASTANDTHEFURIOUS.COM



**SNEAK
PREVIEW**

2 FAST 2 FURIOUS

A FORMER COP TEAMS UP WITH AN EX-CON TO BRING DOWN A SHADY DEALER IN THIS EXPLOSIVE SEQUEL TO THE 2001 SMASH HIT...

PS12
ON GENERAL RELEASE
JUNE 2003

Despite an obvious lack of Vin Diesel (he opted out of this one), a sequel to the 2001 smash hit was always on the cards. This summer sees the return of Paul Walker in the lead role as former cop Brian O'Connor, who transports a shipment of 'dirty' money for shady Miami-based import-export dealer Carter Verone (Cole Hauser).

O'Connor teams up with ex-con pal Roman Pearce (Tyrese clearly taking up the Vin Diesel role) to transport the dirty dough to Miami. But behind the scenes, our hero is actually working with undercover agent Monica Clemente (Eva Mendes, *Training Day*) to bring the vicious Verone down.

James Remar and Devon Aoki are also in the cast of the adrenaline adventure, directed by John Singleton (*Boyz in the Hood*, *Shaft*) rather than former director Rob Cohen, who left the franchise with Diesel to do the *xXx* trilogy. Fast and Furious producer Neal Moritz promises a

whole new line-up of dazzling high-performance vehicles ready to burn up the screen.

Trailer comment: The trailer shows off all the elements which made the first film so appealing, apart from the obvious void Vin's left. But there's a lot more stunts and hot babes to make up for that. Walker continues his Keanu-Reeves-in-*Point-Break* style, and all is well with the effects. Expect a decent sequel, but probably not a sniff near the quality of the first.

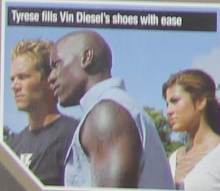
Anticipation: Okay there's no Vin and no Michelle Rodriguez, but Vin's replacement Tyrese does well, hurtling around quipping at O'Connor from every angle. From what we've seen there's more than enough stunts to satisfy. Plus there's more focus on the cars than the stars, which will undoubtedly satisfy fans of the original gagging for more car race/wreck scenes.

ANTICIPATION RATING: 7/10

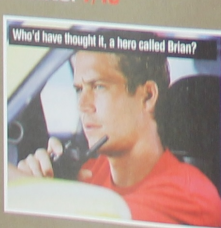


CAST

Paul Walker	Brian O'Connor
Tyrese	Roman Pearce (as Tyrese Gibson)
Cole Hauser	Carter Verone
Eva Mendes	Monica Clemente
Ludacris	Taj
Fabulous	Samuel
Jin	Jimmy
Lahmard J. Tate	Flip
Thom Barry	Agent Bilkins
Eric Etebari	Scott Dardin
Matt Gallini	Enrique
Amatary Nolasco	Orange Julius
Roberto Sanz	Roberto
Devon Aoki	Suki
James Remar	Markham



Tyrese fills Vin Diesel's shoes with ease



Who'd have thought it, a hero called Brian?

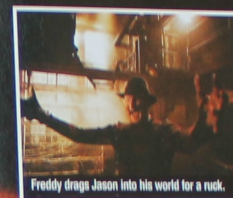
Preview **THE BIG FLICKS**

STARRING:
DIRECTOR:
RELEASE DATE:
WEBSITE:

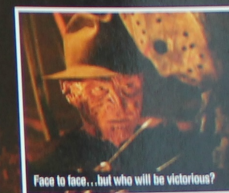
ROBERT ENGLUND, KEN KIRZINGER, JASON RITTER, MONICA KEENA, JASON BATEMAN, LISA WILCOX, BRIAN THOMPSON, KELLY ROWLAND, ODESSA MUNROE AND DANIELLE HARRIS
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AUGUST 15TH, 2003
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FREDDY VS. JASON

TWO HORROR ICONS GO HEAD TO HEAD IN A BID TO REVITALISE THEIR FRANCHISES...



Freddy drags Jason into his world for a ruck.



Face to face...but who will be victorious?

PS12
ON GENERAL RELEASE
10TH AUGUST

Like *Alien versus Predator*, *Freddy Vs Jason* has been in the offing for years, only now to find the latter actually being made. It's almost ten years since one of the scariest horror icons of all time, Freddy Krueger (Englund), last invaded the dreams of a generation to exact revenge for his own bloody execution. Now the Dream Master has entered the nightmares of the unstoppable maniac Jason Voorhees from the *Friday the 13th* series. This plunges the cinema's two greatest titans of terror into a battle to end all battles.

Destiny's Child solo star Kelly Rowland stars in between bouts. "[That was] quite an experience, 'cause I don't even like horror movies", laughs Rowland, who commented on the filming: "I was terrified on the set, and Robert Englund, who plays Freddy, would come up behind me with these big giant claws on my shoulder and just do this, like, little finger tap."

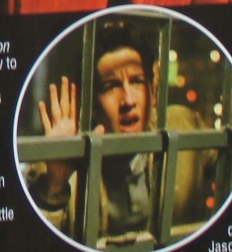
Robert Englund returns to the role of Freddy Krueger, with hopes it won't be the last time he dons the famous razor-

fingered glove. "Ronny [Yu, director] would like to do a whole series of *Freddy Vs Jason* movies. He believes this is the start of a new series. If it happens, great. I think we will all be back". Commented Krueger in a US TV interview.

Trailer comment: Clearly the gimmick will have horror fans drooling at the prospect of two horror icons going head to head on the big screen. The trailer shows a lot of promise, but Freddy seems to be the more dominant (mainly because he can talk, while Jason doesn't utter a word).

Anticipation: The gimmick is there, and it's certainly a tantalising idea. But if the story's lame and the acting iffy, it could be a big bag of donkey-doo. However, if fans of both characters have made it through their variously shite sequels, this has a decent chance of performing box office-wise.

ANTICIPATION RATING: 6/10



CAST

Robert Englund	Freddy Krueger
Ken Kirzinger	Jason Voorhees
Jason Ritter	Will
Monica Keena	Lori
Kelly Rowland	Kia
James Callahan (III)	Tim
Lochlyn Munro	Deputy Scott
Joshua Mihal	Carlos
Chris Marquette	Linderman
Odesa Munroe	Heather
Katharine Isabelle	Gibb
Kyle Labine	Freeburg
Jake Kaese	Billy
Jesse Hutch	Trey
Chris Gauthier	Shack



I-SPY (2002)

Out: Now to buy/rent • Cert: 12 • Price: DVD £19.99

Champion boxer Kelly Robinson (Eddie Murphy) takes Alexander Scott (Owen Wilson) for a ride in *I-Spy*



MOVIE SCORING SYSTEM

- ★★★★★ = **Brilliant:** An unmissable film.
- ★★★★ = **Good:** We recommend it if you're interested.
- ★★★ = **Satisfying:** A good example of the genre.
- ★★ = **Stinker:** Not worth a look unless you're genuinely interested. Pretty bad.
- ★ = **Avoid:** They torture people with it...honest.

Extras are judged on their own merit. Aside of the feature.

Based very loosely on the Sixties television series of the same name which starred Bill Cosby and Robert Culp, this big-screen update sees Owen Wilson take on the Cosby role and Eddie Murphy takes on Robert Culp's part as a pro-boxer turned crime fighter.

Alexander Scott (Wilson) is a newly-promoted special agent who needs to infiltrate the home of the film's main bad guy, Gundars (played effortlessly by Malcolm McDowell). The plan is to do this via a boxing match in Gundars' home using famous boxing champion Kelly Robinson (Murphy) to pull it off. Why? Well, it seems Gundars is the main suspect in the theft of an ultra high-tech stealth plane capable of turning invisible. Alex and Kelly must intercept the auctioning of the stolen plane and get it back before it's sold to the highest bidder. But Alex has other issues to deal with, a crush on a fellow spy (Famke Janssen) and an inferiority complex to 007-type rival agent Carlos (Gary Cole). Plus, in true buddy-buddy movie style, Alex and Kelly don't get along and spend much of their time bickering amongst the explosions.

Like *xxX* failed to re-invent the spy-genre with its over-produced cloning and bashing of Bond, *I-Spy* is just as unoriginal and unsurprising. Where it's different to *xxX* is the comedy elements, delivered by both protagonists. Murphy,

burned by the dire Pluto Nash, shows off his comedy muscle here. Wilson's inability to play anyone but himself works yet again, and there are some nice moments that centre around his belief that he's being passed over for all the latest gadgets (one scene shows him comparing a clunky mini-camera with Carlo's sleek new one). Other attempts to spoof the genre fall flat, probably thanks to Austin Powers bleeding that comedy vein dry. The best laughs come from Murphy's quick-witted remarks and the pairs constant bickering.

Other highlights are the A-list talent on show. Malcolm McDowell (with more villains on his CV these days than GCSEs), Gary Cole (who's just born to play utter bastards) and Famke Janssen provides the eye candy/love interest. Special effects, gadgets and action wise you'll be well catered for, but don't expect anything groundbreaking.

Overall you can expect a moderately enjoyable, if a little mediocre action/comedy experience, with quality on show and action/comedy all the way. It's not brain science, but it doesn't want to be; just sit back and enjoy.

Extras: There's audio commentary from the director, producer and writers. Plus there's four featurettes: SFX; Costumes; Production design; Eddie Murphy training to box and there's trailers to top it all off. A nice selection of extras.

FEATURE: ○○○○

EXTRAS: ○○○

I-SPY star Owen Wilson talks to PSi2

"I HAVE NO IDEA HOW THIS IS GONNA TURN OUT BECAUSE EVERY DAY JUST SEEMED TO BE THE SAME OLD THING, RUNNING AND BOMBS GOING OFF" OWEN WILSON ON HIS LATEST BUDDY-BUDDY ACTION PACKED MOVIE I-SPY...

PSi2 Is this *The Odd Couple* goes spying?

Yeah. It was fun figuring out how Eddie and I were going to relate to each other, because I think I would have more funny ideas for Eddie's character, the type of character who doesn't understand the world he's going into. I had to find out how my character could be in charge, and how I would relate to him.

PSi2 Did you hang out before you started working together?

No, I find that awkward. I met Jackie Chan with that in mind, hoping to bond. But you show up at the hotel and you look at each other, knowing there's going to be a big pressure, with a lot riding on the person you're looking at and wondering, "Gosh, I hope we get along." I find it's better just to show up - at least you've got something to talk about. I was nervous of being around him for the first couple of days. I get nervous because I was growing up seeing his movies. It was a big deal when I was a kid. Like meeting Gene Hackman; it just takes a couple days to get used to the person and see what you're going to have in common, and if you're going to be simpatico sense-of-humour-wise. That's the way it works.

PSi2 Do you prefer being a partner in a duo, or a solo action hero like *Behind Enemy Lines*?

I think it's more fun to be a partner, and to be able to play off someone. With *Behind Enemy Lines*, it was tricky. I was excited to work with Gene Hackman, but if I'd paid attention to the script a little bit more, I would have seen I'm on the ground and he's back on the ship. A lot of stuff involved the director talking into a radio, with me imagining it was Gene Hackman. He hadn't even got to Slovakia when we filmed that stuff. With a duo, you feel you're doing it; if it's making you laugh, you think it's funny. With *Behind Enemy Lines*, I had no idea how things would turn out, because every day just seemed to be the same old thing; running and bombs going off.

PSi2 What are the differences between your tastes as a writer and as an actor?

The movies I've acted in have been



Owen Wilson as Oscar Choi in *Armageddon* (1998)

Hollywood-type ideas. In the movies I've been a part of writing with Wes (Anderson), we don't think, "Geez, I wonder if people would get this?" If we think it's funny, and it appeals to us, it goes into the script. Also, aren't that many original stories. The important factor is how you execute it. There's probably a couple of main stories for any movie, and then it's the details that make it original. The stuff we write has a little more original detail.

PSi2 What do you think of the Hollywood trend to make movies out of old TV shows?

It's just a reaction to how expensive movies have got. They're trying to hedge their bets a little, because it's obvious that a sequel or a remake has more of a built-in audience than a movie like *Rushmore* or *Bottle Rocket*. It's harder to find an audience for a movie like that. And it doesn't really bum me out. The money those movies generate allows other stuff to get made.

Does your acting success help you sell your scripts?



I think it helps. It helps that Wes got a lot of really good actors in *The Tennesseans*, and it helped get Disney to provide the money for it. It actually ended up doing pretty well box office-wise, but that wasn't guaranteed.

PSi2 After *Bottle Rocket*, you said you acted out of necessity and wouldn't continue. What changed your mind?

I didn't study acting. I was an English major.



As Luke Sanderson in *The Haunting* (1999)

and I felt a little more confident as a writer. An acting career seems so out of your control. You have an audition, and you rely on other people to hire you, and beyond that, you have to rely on an audience to say if they approve. It's a lot of pressure. I probably didn't have a lot of confidence in those early *Bottle Rocket* test screenings.

PSi2 Did you hang out in Budapest?

Yeah, they had a party for us one night, but it was mostly hanging around on the set and then trying to come up with funny stuff.

PSi2 Do you feel more comfortable as an actor now?

I was comfortable during filming, coming up with stuff. But I don't know that I see myself as the type of actor who could make dramatic changes with his voice, like Dustin Hoffman. I'm a little limited in that way.

PSi2 When you're not working or doing interviews, where are you most likely to be found hanging out?



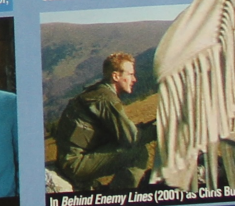
Keeping up with Eddie Murphy in *I-Spy* (2002)

Probably at the ocean, at the beach. There's a surfing element in the movie I'm doing in Hawaii, so I've been learning to surf.

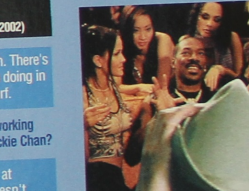
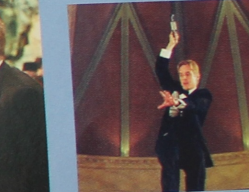
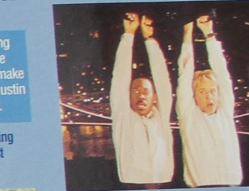
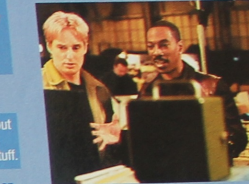
PSi2 How would you compare working with Eddie Murphy and Jackie Chan?

Eddie is really verbal, and good at coming up with stuff. Jackie doesn't always understand the language or exactly what the joke is.

I-Spy is out now to buy on DVD from Columbia TriStar Home Entertainment



In *Behind Enemy Lines* (2001) as Chris Burnett





Doyle Gipson (Samuel L. Jackson) assesses the damage caused after a crash during rush hour.

CHANGING LANES (2002)

Out: Now to buy and rent • Cert: 15, Paramount HE • Price: DVD £19.99 RRP



A minor car accident brings together an attorney at a prestigious law firm named Gavin Banek (Affleck), and a recovering alcoholic Doyle Gipson (Jackson), who's in the process of rebuilding his life and winning custody of his children. Their journey on Good Friday becomes a day of reckoning for both of them. Banek disables

Gipson's car, but feels no urgency to become involved in the legal course of action, instead arrogantly handing Gipson a blank cheque as an act of atonement. Gipson's car is immobile and he's due in child custody court. Banek is too busy for the little guy and flees the scene, telling him 'better luck next time'. Banek himself is late for court where he's to present documents to the judge which prove a dying old man had left millions to the law firm instead of the surviving relatives. Banek's law firm is hiding from suspicion, because the power of attorney signed by the old man may have been doctored, implicating the law firm. But the crucial documents that would pocket the firm millions were left at the scene of the accident, leaving Banek's future with the firm on the line. He must get those documents back. Meanwhile Gipson loses custody of his children after failing to make it to the hearing.

Banek tries to bargain with Gipson, who now holds the crucial files, but all Gipson wants is a little courtesy and consideration. Banek retaliates against Gipson, in an ever escalating the conflict.

This is an above-average drama, with many complexities derived from the depths of human behaviour. Both characters can be mean, often reflecting on their behaviour to try and justify their actions, making for compelling viewing. Affleck possibly delivers the best performance of his career, and shows that when given a decent script, he delivers. For Jackson, it's familiar territory, bringing the angry and wronged Gipson to life with ease. A gripping thriller with some interesting social observations.

Extras: The rental and retail versions come with a decent array of extras. Commentary by director Roger Mitchell, theatrical trailers, The Making of Changing Lanes, deleted and extended scenes and a writer's perspective featurette. Heaving.

FEATURE: ★★★★★ EXTRAS: ★★★★★

INSOMNIA (2002)

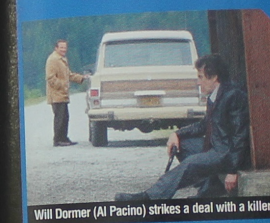
Out: 23rd June • Cert: 15, Warner Bros. HE • Price: DVD £19.99 RRP



Al Pacino is uncomfortably edgy, Robin Williams is unspeakably nasty and Hilary Swank? Well, that's three Oscar-winners for you in Christopher Nolan's remake of this 1997 Norwegian thriller. The story centres on a gruesome murder that takes place in a small Alaskan town, where the local PD can't crack the case. In steps legendary detective Will Dormer (Al Pacino) and his partner Hap (Martin Donovan), where the local PD can't crack the case. In steps legendary detective Will Dormer (Al Pacino) and his partner Hap (Martin Donovan), where the local PD can't crack the case. In steps legendary detective Will Dormer (Al Pacino) and his partner Hap (Martin Donovan), where the local PD can't crack the case.

The tension isn't handled all that well. Nolan, who directed Memento, fails to build it up enough to warrant the blazing finale. Everything's there; the talent, the director and a great story. But with this much ability on show, you'd expect something special, not average. Saying that, the original lacked pace also and probably had too much influence over the Hollywood remake.

Extras: There's plenty to choose from. Includes, audio Commentary, deleted footage, 'Making Of' featurette, production stills and trailer.



Will Dormer (Al Pacino) strikes a deal with a killer.

FEATURE: ★★★ EXTRAS: ★★★

BULLY (2001)

Out: Now • Cert: 18 • Price: £9.99

Based on a real murder case, Bully charts the unpleasant events leading up to the murder of odious bully Bobby Kent (Nick Stahl) and then lingers for the inevitable fall-out. As the story unfolds, we learn that Bobby has been verbally and physically abusing his 'best friend' Marty (the excellent Brad Renfro) since childhood, but things really come to a head when he rapes Marty's new girlfriend. Soon Marty and co. plot murderous revenge. The content shares similarities with director Clark's controversial Kids, but Bully goes a few steps further in character development, aided by a talented cast.

Extras: Interviews with the cast and crew (including Larry Clark). Seventeen minutes of 'B-roll footage' and Trailers for other Film Four releases. Good stuff.

FEATURE: ★★ EXTRAS: ★★★



The smiles don't last in Clark's controversial film.

THE LITTLE SHOP OF HORRORS (2002)

Out: Now • Cert: PG • Price: £12.99

Downtrodden geek Seymour Krelborn (Rick Moranis) brings home a small flytrap, which he discovers following a solar eclipse, and names Audrey II (after the Audrey he adores and works with). It's a 'Mean Green Mother From Outer Space' that talks, sings and survives on a diet of human blood. Seymour plots to kill Audrey's abusive biker boyfriend (Steve Martin) with the alien plant, clearing the way for him, with terrible results. This mix of B-Movie horror with music works well and the comedy ties it all together with a superb support cast.

Extras: Music-only track, outtakes, making-of featurette, two TV spots. Audio commentary by director Frank Oz, and theatrical trailer

FEATURE: ★★★ EXTRAS: ★★★



Will Seymour survive dinner time with Audrey II?

REIGN OF FIRE (2002)

Out: Now • Cert: 15 • Price: £19.99

A 12-year-old boy in present day London visits his mum at work with a deep underground construction crew and disturbs a fire-breathing dragon (eh), which in turn leads to a world-wide assault from a swarm of fire breathing dragons (eh?). Years later we see the boy Quinn (Christian Bale) all grown up, leading a rag-tag group of misfits fighting the dragons. Salvation arrives in the form vain Vin Van (Matthew McConaughey), a marine who hunts dragons. The film's action sequences are few and far between, but what's there is well executed. All the acting's peachy, and the CGI takes a huge leap to create believable-looking dragons.

Extras: There are two main features. Plus there are conversations with the director and a trailer. Nice.

FEATURE: ★★★ EXTRAS: ★★★



Christian Bale prepares to battle CGI dragons.

THE TRANSPORTER (2002)

Out: Now • Cert: 15 • Price: £17.99

Ex-special forces operator Frank Martin lives his life by very a specific code of survival. He hires himself out as a mercenary transporter, and never breaks any of these codes which have kept him safe; until now. He breaks one of these rules when he becomes attached to a beautiful girl he was supposed to transport, and finds himself fighting for his life and everything he holds dear. This action vehicle for Jason Statham (Snatch), sporting the silliest accent since Johnny Depp in From Hell, fails to set the genre on fire but delivers an entertaining mix of action and thrills to keep you watching.

Extras: Not oodles, but enough. There's a feature-length commentary by Statham and the producer, a making-of feature and three extended fight scenes.

FEATURE: ★★★ EXTRAS: ★★★



Jason Statham armed with silly accent.

BLOOD WORK (2002)

Out: 30th June • Cert: 15, Warner Bros. HE • Price: DVD £19.99 RRP



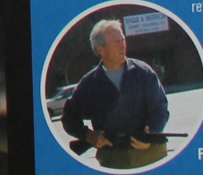
"Look, you're definitely too old for this shit gramps"

Seventy-two-year-old Clint Eastwood directs, produces and stars in this essentially routine crime saga. The story starts in California, where a serial killer has struck again. Ex-FBI man McCaleb (Eastwood) believes a man in the crowd

is the shooter when he sees blood on his sneakers, gives chase and surprisingly for his age is about to catch him, when a heart attack foils the pursuit. McCaleb is treated by cardiologist Dr Bonnie Fox (Angela Huston), who puts him on a daily regime of pills. When McCaleb is petitioned by the sister of the latest female victim, Graciela Rivers (CS) Miami's Wanda De Jesus), to bring the murderer to justice, he also enlists his neighbour, Buddy Noone (Jeff Daniels) and uses friends in the force to help his unofficial investigation. McCaleb, with the help of police officer Jaye Winston (Tina Lifford) pursue clues and gets surprising help from the dead woman's young boy, Raymond (Mason Lucero). The road-and-buddy relationship between Noone and McCaleb is amusing, with the identity of the murderer possibly guessed by some at this point in the film. But this is not as a conventional mystery but more a character study of a not-yet-over-the-hill peacemaker who will not go gently into retirement. He persists doggedly in outsmarting the LAPD officials who all-too-eagerly close the case before the real villain is found. It's no Unforgiven, but Clint Eastwood fans will appreciate the effort.

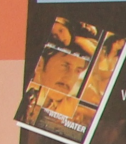
Extras: There's the obligatory making of feature, which is very watchable, interviews with the stars and a trailer for your hard-earned.

FEATURE: ★★★ EXTRAS: ★★★



THE WEIGHT OF WATER (2002)

Out: Now • Cert: 15, Momentum Pictures • Price: DVD £12.99



It's all smiles between Adaline (Liz Hurley) Jean (Catherine McCormack), but storm clouds are looming

Kathryn Bigelow, the talented director of such undervalued gems as Blue Steel, Strange Days and Near Dark, has seemingly abandoned her gifts in the action/noir genre for more serious (boring) yarns like K19 Widowmaker and this tripe. This handsomely-

shot, pretentious mess shamelessly aims for critical acclaim while forgetting to tell a compelling story. The story follows Jean Janes, a photo-journalist, accompanied by her novelist husband Thomas, her brother-in-law Rich and Rich's new girlfriend Adaline. They journey by yacht to Smuttynose, off the coast of New Hampshire, to photograph the site of a sensational axe murder that occurred a century earlier. Having unearthed an account of the murders by an eyewitness, Jean learns of the specifics leading up to the deaths: in 1873, Newlywed Maren Hortved emigrates from Norway with husband John and becomes confined to a dutiful, solitary life. Within months, Maren's sister, brother and sister-in-law join them on the island, and a mysterious lodger moves in. Jean becomes engrossed in the case and jealous of Adaline's obvious erotic allure to her husband, and in parallel stories, both women's respective jealousies and tensions build. The flashback sequences work well. As a solo story reflecting the real murder case it's based on it's good stuff, but the up-to-present-day sequences are a mess. You don't care about these people. Yeah, Liz Hurley is gorgeous naked, but the storyline is bland and boring, leaving you feeling short-changed and frankly very bored. Dull.

Extras: Very light on the extras. Production notes and interactive trailers.

FEATURE: ○○ EXTRAS: ○



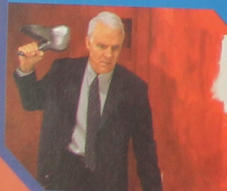
NOVOCAINE (2002)

Out: 23rd June • Cert: 15 • Price: £12.99

Frank Sangster (Steve Martin) has a thriving dental practice and is happily engaged to his beautiful assistant. His perfectly-managed life quickly unravels when Susan Ivey (Bonham Carter) settles into his dentist's chair. Before long, drugs are missing from his office, Susan's psychotic brother Duane is stalking him and Frank is a wanted fugitive himself. He's increasingly drawn to Susan, even when Frank learns he's the victim of an elaborate con scheme. An extremely dark comedy which just about holds the interest. Good performances make it very watchable.

Extras: A few extras. Getting-the-shot featurette, deleted scenes, storyboards and interactive trailers.

FEATURE: ○○ EXTRAS: ○○



ANGRY KID (2002)

Out: Now • Cert: 15 • Price: £15.99

You may have seen him on the internet or between shows on BBC Three. He's a ginger-haired adolescent nightmare created by director Darren Walsh of Aardman animations. Angry Kid is relentless, idiotic and stubborn. He's a childish, arrogant pain in the arse and you soon see it for yourself in this relentless first season of 25 episodes and various special features. It's a gross-out adult animation delivering giggles aplenty, but don't expect genius. Snot, blood and other bodily fluids.

Extras: Making-of feature, three foreign language episodes, director's cut, Season Two trailer, photo gallery, Angry Kid school and police reports, plus a Series One montage.

FEATURE: ○○ EXTRAS: ○○



Rude, crude and ginger...prepare for the Angry Kid

WIRE IN THE BLOOD (2002)

Out: Now • Cert: 15 • Price: £29.99

In these three utterly nail-biting episodes, Dr Tony Hill (Robson Green) joins forces with the ambitious and driven Detective Inspector Carol Jordan (Hermione Norris, Cold Feet) to solve a series of baffling murder cases. The stories follow Dr Tony Hill, a psychological profiler who helps the CID understand the killers they seek and their motives. These three superbly-written episodes flex Green and Norris's acting muscles, on a backdrop of some terrifying evil deeds. Intriguing first time around, but possibly not one for repeated viewings.

Extras: Interviews and behind-the-scenes footage accompany over eight hours of spine-tingling crime drama.

FEATURE: ○○○ EXTRAS: ○○○



Tony Hill (Robson Green) tries to crack the case

BUFFY: SEASON 6 (2001)

Out: Now • Cert: 15 • Price: £79.99

Dark clouds form over Sunnydale, and black magic begins to seep in as Buffy falls out of heaven and back to Earth with a bang. This sixth season sees dark forces ripple between the gang as they struggle against a dangerous trio who arrive in Sunnydale to cause havoc. With over six hours of shows, exclusive value-added material and commentaries, Season Six comes as packed as previous box sets.

Extras: There's some unique Easter eggs to uncover. Other extras include the 'Once More with Feeling' episode and three karaoke extras. Plus commentaries, trailers, outtakes and featurettes.

FEATURE: ○○○ EXTRAS: ○○○○



The new and old side-by-side in season six

ICHI THE KILLER (2001)

Out: Now • Cert: 18 • Price: £19.99

Ichi the Killer is a psychological thriller where a bodyguard goes on a trail of torture in search of his missing boss. Unbeknown to him, his boss has already been murdered by the mysterious Ichi, a killing machine on a hypnotic journey of hardcore violence. The two sadists meet in a battle to the death. Although full of shocking violence and extremely bloody images, the movie's underlined by the usual Eastern humour that somehow excuses what you're seeing. If you don't mind the subtleties and can stand the gore, Ichi the Killer makes an enjoyably dark and surreal watch.

Extras: Tons of 'em. Including some very cool outtakes.

FEATURE: ○○○○ EXTRAS: ○○○○



Ichi...not for those of a delicate constitution

CINEMA PARADISO COLLECTOR'S EDITION

Out: Now • Cert: 15 • Price: £19.99

An internationally-famous film director returns home to the Sicilian village where he grew up to attend the funeral of Alfredo, his mentor and father figure who was the projectionist at the local cinema throughout Salvatore's childhood. The visit, his first in 30 years, sparks sentimental memories both good and bad, also recalling his first love, the beautiful Elena. As Salvatore reminisces about the highs and lows that shaped his life, he begins to reconnect with the community he's left behind. This award-winning and heart-warming movie is beautifully transferred to DVD.

Extras: A second disc, includes an original theatrical version, original theatrical trailer, and the director's cut.

FEATURE: ○○○○ EXTRAS: ○○○○



Watching a film frame by frame takes time

FUTURAMA SEAS. 3 BOX SET (2002)

Out: Now • Cert: PG • Price: £39.99

Matt Groening's superb Futurama continues its run on DVD with this third of the five seasons (after which it was sadly cancelled). The show continues with the adventures of Fry (a 20th Century pizza delivery boy who ends up in the year 3000 via cryo-freezing), Bender (a light-fingered, alcoholic robot) and Leela (the one eyed alien babe Fry fancies). Together they work for Planet Express, delivering packages across the galaxy. Best of this season is 'Roswell That Ends Well', which has the team end up back in 1947, crash-landing outside Roswell with hilarious results.

Extras: There are commentaries for each episode, deleted scenes, Easter eggs, a gallery and more. Packed.

FEATURE: ○○○ EXTRAS: ○○○



Leela, Zoidberg and Fry in the superb third season

LAW AND ORDER SERIES ONE (2002)

Out: Now • Cert: 15 • Price: £44.99 6 DISCS

Law and Order was debuted on US TV in 1990 and is currently enjoying its 13th season. From its gritty documentary look to its signature note-knocking 'ching-tching' that signals scene changes, Law and Order is a gripping cop show taking you from the arrest through to the court case. Devoted fans or those new to the show can collect this first set of 22 episodes, which are superbly written and include cameos from Samuel L. Jackson and Philip Seymour Hoffman. Gritty, slick and enjoyable stuff.

Extras: There's a 14-minute documentary, 'The Creation of Law and Order', including an interview with series creator Dick Wolf. Preview of Law and Order new interactive game.

FEATURE: ○○○ EXTRAS: ○○



Phillip Seymour Hoffman on the mean streets

THE HITCHER (2002)

Out: 14th July • Cert: 18, Momentum Pictures • Price: DVD £19.99 RRP



Jim Halsey (C. Thomas Howell) is driving a car from Chicago to California late one night in the middle of the desert and he's falling asleep at the wheel. Then it starts to rain, and Jim sees a guy standing on the side of the road with his thumb out, getting drenched. So he figures he'll help the guy out, have someone to talk to and help keep him awake.

The hitchhiker is John Ryder (played by Rutger Hauer), a mentally disturbed mysterious man who holds a knife to Jim's throat, calmly reveals that he cut his last victim's legs off, and dares Jim to stop him. Jim manages to escape, pushing Ryder from his

moving car. But Ryder was serious when he asked Jim to stop him, and when he finally rolls to a stop out on the highway, Ryder decides to raise the stakes significantly. Not only does the maniac keep on killing, but he makes Jimmy's life

a living hell in the process. What ensues is one of the most fascinating life-or-death cat-and-mouse games you'll ever see in a movie.

The plot holds a number of surprising little twists and turns, and it's deftly directed by Robert Harmon (who later steered Nowhere to Run and Gotti), to make the make the most of every little thrill and chill. There are some moments of delicious suspense, and the film has an almost noirish quality about it on reflection. It's also worth mentioning the DVD transfer is, for want of a better word, jaw-dropping. Crystal-clear sound and picture for an utterly classic, nail-biting, thriller. Buy it.

Extras: A second disc packed to the gills. Trailers, filmographies, seven screenplay samples, documentary and two short movies by the director, The Room and China Lake, the latter getting him the directorial duties on The Hitcher.

FEATURE: ○○○○ EXTRAS: ○○○○



Jim Halsey (C. Thomas Howell) finally snaps in the cult classic...The Hitcher

MOVIE VAULT

BLIND FURY (1989)



Rutger Hauer might be renowned for playing complete b*stards, but this is a rare opportunity to see him in the good-guy role. Hauer plays Nick Parker, a blind Vietnam vet 'trained as a sword-master. He travels to the US to help a fellow soldier's son, but when he gets there he comes up against drug barons set on forcing his friend to make designer drugs or his son will be killed. Cue a series of bizarre fighting scenes where Hauer waxes out scores of baddies with his skills. Utter tosh, but incredibly entertaining tosh.

Highlight moment: 'Get me Bruce Lee! yells the frustrated drug boss, and in comes Bruce Lee's little brother for the finale. Superb.

Best Line: 'Not bad for a blind man! But that butter knife ain't gonna stop no bullet!' - a prostitute to our hero Nick (Hauer).

See: www.blackstar.co.uk or that little-known web site www.amazon.co.uk

TOP FIVE SHOCKING TWISTS

WARNING: MAJOR FILM TWISTS REVEALED!...

No. 1: THE EMPIRE STRIKES BACK (1980)

Darth Vader forces Luke Skywalker along a catwalk with a massive fall beneath them. Luke crawls away to avoid Vader.

Twist: Darth Vader: "If you only knew the power of the Dark Side. Obi-Wan never told you what happened to your father." Luke Skywalker: "You killed my father." Darth Vader: "No, I am your father." Luke Skywalker: "No! That's impossible!" Gulp!

No. 2: THE SIXTH SENSE (1999)

Bruce's character heads home to make up with his wife. But on seeing his beloved, the truth dawns on him about his own predicament.

Twist: The shooting at the beginning of the film was fatal, and Dr Crowe is dead and has been working with Cole from beyond the grave.

No. 3: FIGHT CLUB (1999)

Edward Norton's disillusioned yuppie realises his new-found friend Tyler Durden (Brad Pitt) is about to take his minor mischief to dangerous new levels by obliterating major credit companies.

Twist: Gun in mouth, our nameless hero realises Tyler is an imaginary character, part of his split personality disorder.

No. 4: SE7EN (1997)

Detective David Mills (Brad Pitt) and Detective Lt William Somerset (Morgan Freeman) take confessed serial killer John Doe (Kevin Spacey) out in the middle of nowhere to find the last two victims.

Twist: Somerset stops a van and is told by the driver he has a package for Mills. Mills' wife's head is in the box. Meanwhile, John Doe tells Mills his sin is envy and David's sin will be wrath when he takes his revenge on him. Mills unleashes a frenzy of shots, killing Doe and completing the series of seven sin killings.

No. 5: PLANET OF THE APES (1968)

Crashed astronaut Taylor (Heston) and native beauty Nova make a bid for freedom on horseback with the apes in pursuit. Charlie trots along the beach to find a startling discovery.

Twist: A half-submerged Statue of Liberty indicates to Taylor that he's crash-landed on a future Earth, where a nuclear holocaust has taken place, leaving apes in charge of the planet! Yikes!

COUNTRY BEARS (2002)

Out: Now to rent • Cert: U • Buena Vista Home Entertainment • Price: DVD £19.99



If you bear with it (sorry) the acting's good and the music's bearable (sorry).



This will be the third film based on an amusement park attraction in 2003. The Haunted Mansion (Eddie Murphy) and Pirates of the Caribbean (Johnny Depp) are on the way. A sad state of affairs perhaps, but if you go to watch this with low expectations, you can expect to be moderately amused. Walken's presence certainly spices things up, and there's a few cameos to keep utterly bored adults watching (if you can recognise them under the bear costumes, that is). Which brings us neatly to the under the bear costumes. Constructed in Jim Henson's creature shop, these boxy, uncoordinated beasts elicit laughs, not astonishment. Unlike the sharp, refined digital effects of Finding Nemo, these things look like they'd be more at home in an old Godzilla flick.

Overall this is reasonably entertaining for adults, but certainly more tuned to a younger audience. We can't recommend it to anyone who hates country music, and hates crap bear-costume movies.

Extras: You deserve a medal or something if you can bear (sorry) this lot. Country Bears Out of the Woods video mix Jamboree, Jammin' with the Bears, The Country Bears concert for America, Sing along with the movie and 'The Kids In You' music video.

FEATURE: ★★ EXTRAS: ★★

THE ANIMATRIX (2003)

Out: Now • Cert: 15, Warner Home Entertainment • Price: DVD £15.99 RRP



include the action-packed 'Final Flight of the Osiris', where the



Final Flight of the Osiris is possibly the best of the nine short films

crew of a hovercraft must get a message back to Zion and battle an armada of Sentinels along the way. Anyone who appreciated the graphically-stunning Final Fantasy: Spirits Within will enjoy it, as it's from the creators of that doomed but groundbreaking movie.

The other stories are just as impressive. In 'World Record', a world-record holding sprinter breaks out of the Matrix. And in the quiet town of 'Beyond' there's a bug in the system in the form of an abandoned mansion. But exterminators are soon dispatched. 'The Second Renaissance, Parts 1 & 2' are probably the best among the nine episodes, but to be fair, you won't be let down by any of this, especially if you're a fan of the films.

Extras: A heaving collection of extras, including Scrolls to Screen - The History and Culture of Anime, Seven making-of featurettes including director profiles featuring interviews and behind the scenes looks at each films. Plus four audio commentaries.

FEATURE: ★★★★★ EXTRAS: ★★★★★

CHARLIE'S ANGELS: THE COMPLETE FIRST SEASON

Out: 23rd June • Cert: PG • Price: £39.99

Before the utterly shite movie (saved partly by Lucy Liu) there was the inspirational TV show. This complete first-season box set has all 22 episodes and the pilot. If you didn't know, the story revolves around Jill, Sabrina and Kelly, three police officers whose skills are wasted in menial duties. In steps a mysterious millionaire named Charles Townsend who hires them all for his private investigation agency. Okay, this is dated, and the nostalgia may wear thin after five shows, but for any fan of the show it's worth collecting.

Extras: Not a hell of a lot really, but you pay for the extensive episodes. TV spot(s). Original pilot plus episodes 1-22 on 5 discs and Angels Forever featurette.

FEATURE: ★★ EXTRAS: ★★



The original sexy detective trio make it to DVD

THE DUKES OF HAZZARD (VOLUME ONE)

Out: Now • Cert: PG • Price: £12.99

The show that spawned a hundred fatal 'bum-slides across mum's Fiesta accidents' gets a Volume One DVD release - splitting the first season to hammer you with the cost over 22 episodes. We all remember Luke, Bo, Jesse (dead), Boss Hogg (dead), Rosco, Rosco's dog (dead) and of course Daisy Duke (old). Here you can extinguish any nostalgia as you realise you only get three episodes, and they're all rather crap. The best of the bunch is where the Dukes pick up a crate of weed by mistake, and Rosco is all over 'em. But it's hardly worth it.

Extras: Daisy Duke photo gallery, moonshine merchandise, The General Lee: star car. Arse.

FEATURE: ★ EXTRAS: ★



Oh God, shoot me. Shoot me now. Or turn it off

FREDDY'S NIGHTMARE (VOL. 1)

Out: Now • Cert: 18 • Price: £12.99

The first, third and final Nightmare on Elm Street films were good and their success spawned this made for TV spin-off show. Here, three of the first shows are captured on DVD. The first show looks at the roots of Fred Krueger and how he came to be a killer in life and death. The other shows are a little weak, to be honest. 'It's a Miserable Life' is hampered by some truly awful acting, plus the effects aren't up to scratch either (not that the films were much better). Shame, as the writing's not bad and the direction is fluid. One for Freddy fans only.

Extras: Not bad for a budget disc. Freddy merchandise, photo gallery and The Legacy of Fred Krueger feature.

FEATURE: ★★ EXTRAS: ★★



Freddy's ropery old TV show gets a DVD release

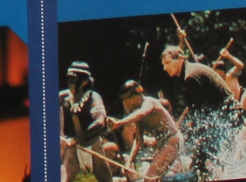
THE MISSION (SPECIAL EDITION 1986)

Out: Now • Cert: PG • Price: £19.99

Jeremy Irons is Father Gabriel, a man of the cloth. Robert De Niro is Rodrigo Mendoza, a man of the sword. Set in the almost-mystical rain forests of South America, The Mission presents each man with his greatest challenge. The Jesuit priest has come to spread the word of God amongst the Guarani Indians; the mercenary has come to enslave them and so their destinies become entwined. A film of breathtaking beauty and raw, passionate power with superb performances from an A-list cast.

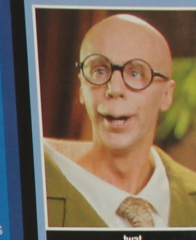
Extras: Heaving. An omnibus documentary on the making of The Mission, on location in Argentina & Columbia and a theatrical trailer.

FEATURE: ★★★★★ EXTRAS: ★★★★★



Robert De Niro and Liam Neeson in The Mission

AND THE REST: RETAIL



Debra Winger is an FBI agent who goes undercover to unmask violent white supremacists in **Betrayed** (out now, £12.99). Juni and Carmen return to save the world in the fun and FX-filled **Spy Kids 2: Island of Lost Dreams** (PG, out 30th June), which was reviewed last issue. For classic British TV, you could do worse than **Minder: Series Six** (PG, out now £24.99 double box set). Can't wait for the Hulk film? Then why not settle for the cartoon? **Incredible Hulk** (U, out 30th June). For a classic suspense-filled Cold War thriller check out **Gorky Park** (out now, £12.99). There's a cool Caribbean feel to the thriller **The Mighty Quinn** (out now, £12.99), starring Denzel Washington. Sweaty Don Johnson and sexy Virginia Madsen get it on behind Dennis Hopper's back in **The Hot Spot** (out now,

£12.99). There's bullets, mayhem and a cracking storyline in **Flaming Brothers** (18, out now, £16.99). For classic TV crime drama, you could do a lot worse than **Taggart** - Contains four individual vols of feature-length films (out now, £39.99). Heather Graham and Joseph Fiennes get all mucky in romantic drama **Killing Me Softly** (18, out now, £9.99). Peter Ustinov leads the documentary investigation into **The Secret Identity of Jack the Ripper** (18, out now, £15.99). For plenty of martial arts mayhem go out and treat yourself to

Shaolin Death Squad/The Rebel Of Shaolin (15, both out now for just £12.99). For classic rock, you greedy types should get **Led Zeppelin** double disc of live recordings (E, out now, £29.99). Dolph Lundgren brings Mattel's He-Man to life in **Master Of The Universe** (PG, 16th June, £19.99), but there's a much better offering in the form of Gary Oldman in the superb **Romeo Is Bleeding** (£19.99, out now). All-time lows in comedy are obtained by Dana Carvey in the truly awful **The Master of Disguise** (PG, 16th June, £1.99). Renton et al unleash their troubling heroin-fuelled lust for life in the feature packed

Trainspotting: The Definitive Edition (Two-Disc Set) (18, out now, £19.99). Manga fans can look forward to getting their teeth into the awesome **Vampire Hunter D** (15, out now, £19.99) plus **Detonator Orgun**, and **Akira: The Ultimate Collection** are also out now £19.99 each. Get your jollies from tightly-clad female super-heroes? Then look no further than **Wonder Woman - Volume One** (PG, out now, £14.99). McGuyver continues his sci-fi smash hit TV adventure with **Stargate SG-1 Season 6** (£12.99 each, out now). Lastly, if watching 27 teams from five continents build vehicles in one month with a \$3,000 budget, then compete in a series of games sounds like your cup of tea, then

check out **Full Metal Challenge** (Out Now, £19.99).

OUT TO RENT...



Robert Carlyle leads a superb cast in the funny and heart-warming **Once Upon A Time in the Midlands** (15, Out now to rent). Reece Witherspoon is Melanie Carmichael in the ultimate chick flick, with enough comedy to keep the lads watching in the chucklesome **Sweet Home Alabama** (12, Out now). Ice Cube and comedian Mike Epps (who?) return in the third instalment in the 'Friday' series in **Friday After Next** (15, out now). Afraid of the dark? Well you will be when you see **They** (15, Out now), where a shadowy evil returns to haunt a group of well-groomed yanks. Chilling stuff.

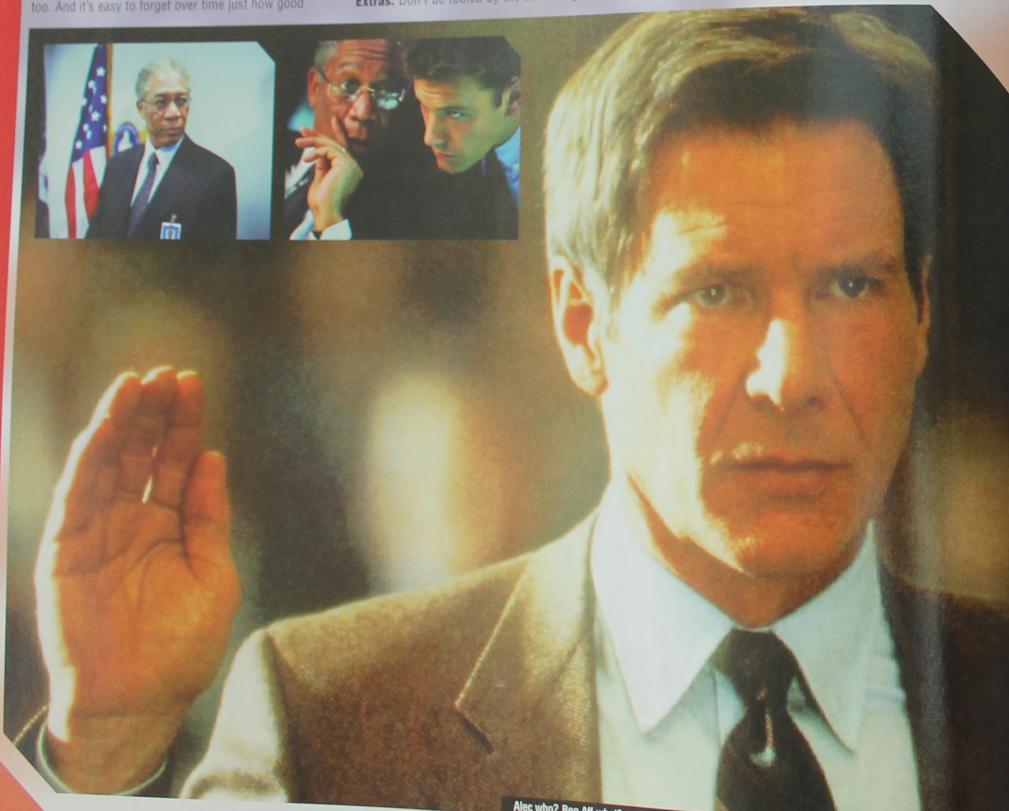
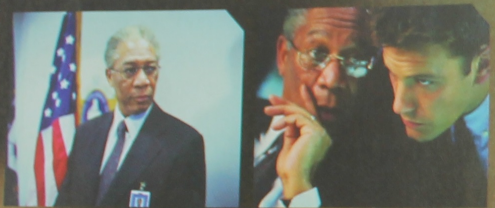


MOVIESMOVIESMOVIESMOVIES



Out: Now • Various, Paramount Home Entertainment • £41.99 – www.usdirectdvd.com

MOVIE: ★★☆☆ EXTRAS: ★★☆☆



Alec who? Ben Aff-what?...nah, Harrison Ford was the only real Jack Ryan...just look at that boy-scout pout.

Out: Now • PG-13, Fox • Price: £15.99 www.usdirectdvd.com



You can't beat a good bit of blurb on the back of the box. "A gently bent old-fashioned romance," screams the usual critic quote.

Personally, I've racked my brains for a good few hours on this, and I don't remember *Casablanca* featuring Ingrid Bergman bent over a desk with Humphrey Bogart smacking the shit out of her backside. I could be wrong, though.

Extras: Ah, they've sold us short a bit here. Commentary tracks are all well and good, but there's little to distinguish the one supplied here. It features both the film's director and screenwriter, and neither say much to keep you hooked. The behind-the-scenes featurette is both short and crap, and the gallery is as interesting as it sounds. Good job the film's so good, then.

MOVIE: ★★ ★ **EXTRAS:** ★

Out: Now • PG-13, Buena Vista • £19.99

Rob Schneider. There's a reason he's never followed his mate Adam Sandler into superstardom. And that's because most of his films simply aren't funny. The latest exhibit is *The Hot Chick*, where Schneider plays a beautiful young woman. A beautiful young woman who has gone to sleep and woken up as Rob Schneider. Honestly. To be fair, there are drops of comedy potential here, but rest assured they're completely wiped out by a genuinely dreadful script, which renders the film unwatchable.

Extras: Crap commentary, crap deleted scenes, half-decent featurettes and the trailer for *Shanghai Knights*. The latter is the highlight of the entire torturous disc, but that's not saying much.

MOVIE: **EXTRAS:** ★ ★

Rob Schneider shakes his rump in *The Hot Chick*

Out: Now • PG-13, Warner Bros • £17.99

The chick flick is something to be watched when firmly in the doghouse with significant other. Chick flicks with Hugh Grant even more so. But at least the makers of this tired-but-passable time-waster cast Sandra Bullock in it. And whilst she wears fewer provocative outfits than she did in *Miss Congeniality*, she just about gets you through the film. Grant is the bumbling rich man. She works for him, hates him, but then; oh, you know the score by now. It's not too bad, but its lazy script relies too much on the work of its leading stars.

Extras: *Two Bleeps Notice* sees an icon appear during the film. Click on your remote, and you get funny outtakes. The commentary mixes in Bullock and Grant with the film's director.

MOVIE: ★

EXTRAS: 000



nick : "How big is Liz Hurley's ass again?"

Out: Now • PG, Disney • £16.99

The worst-performing animated movie at the box office for ages from the House of Mouse, *Treasure Planet* actually isn't too bad. A not-entirely-comfortable cross between the book *Treasure Island* and science fiction, it's easy enough to watch, and raises a few chuckles along the way. The directors, though, were previously responsible for the far-superior *Aladdin* and *Little Mermaid*, and can surely serve up something a bit better next time.

Extras: A mix of commentary, behind-the-scenes documentaries and bits for kids that adds up to make a really strong package. Full credit to Disney here. On a film such as this, they'd have sold buckets just with the Disney name at the top of it but they made the effort and came up with a genuine special edition instead.

MOVIE: ★ ★ ★ **EXTRAS:** ★ ★ ★ ★



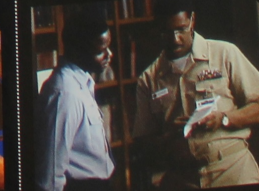
This is a bit like that book Treas...oh right.

Out: Now • PG-13, Fox • £16.99

Denzel Washington steps behind the camera for the first time and directs this well meant but extremely conventional tale based on a true story. It follows the title character as he recalls his life and looks to the future, and that it works despite its familiarity is down to a very strong leading performance from Derek Luke, a name very much to watch out for. As for the movie? It's wet Wednesday stuff.

Extras: Washington contributes a commentary track to his film, enlisting the film's producer to help him out along the way. Between the two, they make it a reasonably diverting listen. A few other documentaries fill out the rest of the supplements, of which the undoubted highlight is the one that introduces the real Fisher.

MOVIE: ★★ ★ **EXTRAS:** ★★ ★



Out: Now • R, MGM • Price: £21.99 www.usdirectdvd.com

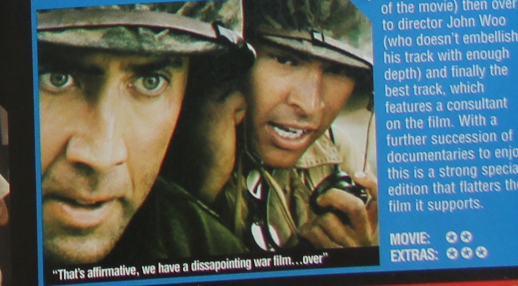
Whoever decides what films deserve a special edition is clearly in need of some help. John Woo's *Windtalkers* was a box-office disappointment last year, throwing away a strong story of code-breakers during the Second World War. Woo's focus is too often on knob-waving action sequences rather than his characters and story, and that makes the film a bit of a slog. It's passable, but much less than it should have been.

Extras: Get this. A three-disc set. And it's really rather good too. None of the three commentary tracks are essential spins, but each has its merits. There's Nicolas Cage and Christian Slater



of the movie) then over to director John Woo (who doesn't embellish his track with enough depth) and finally the best track, which features a consultant on the film. With a further succession of documentaries to enjoy this is a strong special edition that flatters the film it supports.

MOVIE: ★★
EXTRAS: ★★ ★★



CATCH ME IF YOU CAN

Out: Now • PG-13, DreamWorks • Price: £17.99 www.usdirectdvd.com



After two fantastic sci-fi films in the shape of *Minority Report* and *AI*, Steven Spielberg this time opts for something a great deal lighter as he settles back into his director's chair. Thus, *Catch Me if You Can* is a simple, throwaway piece of entertainment that cuts the serious undertones of his recent films and just goes for enjoyment. Set in the 1950s and based on a true story, it follows an elongated scam perpetrated in this case by Frank W. Abagnale Jr (Leonardo Di Caprio). On his tail is Carl Hanratty (Tom Hanks), an FBI Agent determined to get his man. And to be honest, it's quite fun watching them going through the motions, even if you struggle to remember much of it an hour after turning your player off.

Extras: Still no debut Spielberg commentary – that's apparently reserved for the *Schindler's List* DVD later in the year – *Catch Me if You Can* nonetheless has one or two extras to recommend it. The most substantial of these is a behind-the-scenes doc' that runs for nigh-on an hour and a half, tracing the story of the film. It's not bad as those things go, and is thankfully cut down into



Leo couldn't decide which air hostess to take home.

manageable chunks. Other than that, it's bios and galleries left to whet your appetite. Granted, it's not the most diverse selection of features, but they do offer a good complement for the film, as you'll have forgotten them as well within an hour.

MOVIE: *** EXTRAS: **

WELCOME TO COLLINWOOD

Out: Now • PG-13, Warner Bros • £17.99

A harmless crime caper produced by George Clooney and Ocean's Eleven director Steven Soderbergh, *Welcome to Collinwood* also features the former in front of the camera. The rest of the cast is impressive as well, with the always-dependable William H Macy and Sam Rockwell finding their way in there, although it soon becomes clear that the end result is well short of the sum of the film's parts. It's decent fun, but never really fully engages you.

Extras: A short and very forgettable featurette is the star attraction here, with some text-based goodies also failing to offer much allure. Oh, and they've bunged the trailer on there as well. Big deal.

MOVIE: *** EXTRAS: **

OLD SCHOOL: UNRATED EDITION

Out: Now • Unrated, Universal • £16.99

The vast majority of American crude comedies now seem to be pale imitations of *American Pie*, lacking anything other than a few titers along the way. *Old School* doesn't stray too far away from the formula either, but crucially, it's bloody funny. It follows three friends from college who decide to relive the old days. Very funny moments ensue.

Extras: An amusing audio commentary featuring the cast and director leads this one-off, and as is becoming commonplace with contemporary comedies, a blooper reel and a good helping of deleted scenes are in there too. Lots to enjoy, basically.

MOVIE: *** EXTRAS: **



Fists of fun in the very funny Old School

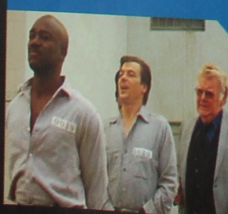
ASSAULT ON PRECINCT 13: SPECIAL EDITION

Out: Now • Cert: R, Image • £13.99

Too often when the subject of the best John Carpenter movie comes up, *Halloween* and *The Thing* dominate the conversation. But if you haven't yet, you really should treat yourself to this superb, tense action flick which finds a small group of criminals and cops holed up in an empty police station. The problem? A gang outside is trying to kill them.

Extras: A film that's suffered a weak DVD release in the past, that's fortunately corrected this time around. With Carpenter contributing his usual excellent commentary track and his isolated score available too for playback, it's a good package too. A couple of interviews and some radio spots are nice additions, and whilst it's not an extra-special special edition, it's better than last time.

MOVIE: **** EXTRAS: ***



ROGER DODGER

Out: Now • Cert: R, Artisan • Price: £16.99

Another indie flick looking to the DVD market for a wider audience, *Roger Dodger* finds Campbell Scott in the title role as a manipulative office worker with very much the gift of the gab. Especially where the ladies are concerned. Whilst a lot of talked-about indie movies tend to be a disappointment when you give them a spin, this is actually a lot of fun. And that's taking into account that *Showgirls* Elizabeth Berkeley is in it, too. Which is always a good thing...

Extras: A cracking special edition, and further inducement to test out the movie. A couple of bouncy commentaries are backed up by a selection of brief but worthwhile featurettes. Blimey. A credible package overall, then...

MOVIE: *** EXTRAS: **



Roger puts his gifted gob to the test

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I-SPY WITH MY LITTLE EYE

Eddie Murphy and Owen Wilson joining forces in the smart, slick action-comedy *I-Spy*, being released on June 23rd 2003 courtesy of Columbia TriStar Home Entertainment. You can SEE THE REVIEW ON PAGE 96 of this very issue.

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To stand a chance of winning this great prize, just answer this simple question

Q Who does Owen Wilson team up with in I-Spy?

A Chris Tucker B Jackie Chan C Eddie Murphy

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Clearly leave your answer name and address. Calls cost 60p a minute, so get the bill-payer's permission. Lines are open 24 hours a day. The competition closes at midnight on July 20th. Good Luck!

OSCAR

Out: Nov • PG, Buena Vista • Price: £16.99

Remember back in the early '90s when Stallone and Schwarzenegger were head to head at the box office? Arnie had a couple of hit comedies, so Sly gave it a go. He dragged in John Lands to direct, and got himself cast as Chicago's number one gangster in a so-called farcial comedy. Frankly, it's awful. This tedious, unfunny and strained comedy certainly should have been left in the vaults for all time.

Extras: None at all. Don't, under any circumstances, be tempted.

MOVIE: ○○



What do you mean typecast?

YOUNG GUNS: SPECIAL EDITION

Out: Nov • Cert: R, Artisan • Price: £16.99

The Brat Pack's very own western gets a second bite of the DVD cherry, with this bumped-up new special edition easily eclipsing the empty initial release of five years ago. The film? Quite enjoyable even after all these years, with plenty of action to keep your brain pleasantly unoccupied. We did prefer the sequel, though...

Extras: Much better. Some of the cast unite for a fun, if hardly informative commentary track, and hint at deleted scenes which didn't make the disc. What did, though, is a fairly lengthy featurette, and a kind of trivia ticker which runs notes in line with the movie. In all, not an essential purchase, but good value for money.

MOVIE: ○○○ EXTRAS: ○○○



Young Guns... what a career starter eh?

Classic Classic THE HOWLING

"Silver bullets or fire, that's the only way to get rid of the damn things. They're worse than cockroaches"

Out: Nov • Cert: 18 • Price: £10.99 www.usdirectdvd.com



Before making *Gremlins* in 1984 and *Inner Space* in 1987, Joe Dante followed up *Piranha* (1978), and the sequel was directed by James Cameron) with werewolf classic *The Howling*.

Starring Dee Wallace-Stone as Karen White a newswoman whose run-in with a serial killer sends her off to a country retreat for a well-earned break. Unfortunately, she's amongst 'The Colony', a bunch of werewolves, and ends up fighting to stay alive against incredible odds.

Robert Picardo, who later appeared in Dante's *Inner Space* as 'The Cowboy', in *Gremlins 2* and as the holographic doctor in hit TV show *Star Trek Voyager*, Eddie begins to rip at his face and changes into a werewolf. Karen does a lot of screaming, then chucks acid at him and legs it. Nice.

Choice line: A bookstore owner on how to kill werewolves - "Silver bullets or fire, that's the only way to get rid of the damn things. They're worse than cockroaches".



Classic scene: Karen runs into Eddie Quist, a serial killer that attacked her earlier, but this time it's apparent Eddie means to show Karen his werewolf face. Cue some award-winning effects from special effects legend Rick Baker. Played by

Go on, gizza kiss luv. I've got a great personality!



'Shits on a horse' ruined the Indian photo shoot for everyone involved

DANCES WITH WOLVES

Out: Nov • R, MGM • Price: £16.99 www.usdirectdvd.com



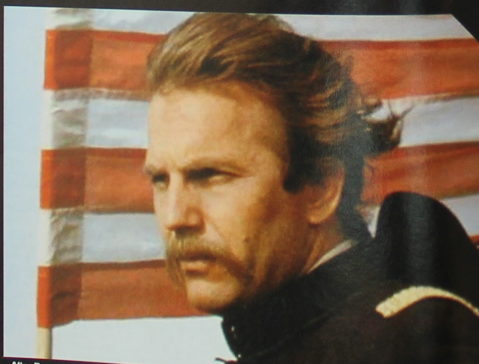
It down and watch this in one setting and boy, are your buttocks in for a workout. Measuring in at a few minutes shy of four hours, this extended cut of Kevin Costner's admittedly excellent western has the rare distinction of being slightly worse than the original three-hour version. Some of the added footage is a genuine bonus, the rest just pads the running time. Still, at least watching it in your own home you can pause the bloody thing to take a leak.

Extras: Two four-hour commentary tracks are available, one featuring Costner himself. Both are good, although we confess that fatigue led to us switch them off after two hours apiece. Still, the fantastic documentary - which runs just short of 90 minutes - gave us something to do the following morning.

MOVIE: ○○○ EXTRAS: ○○○○



Spot the white girl was a great Indian past-time



After Dances With Wolves Costner could do no wrong...ahem

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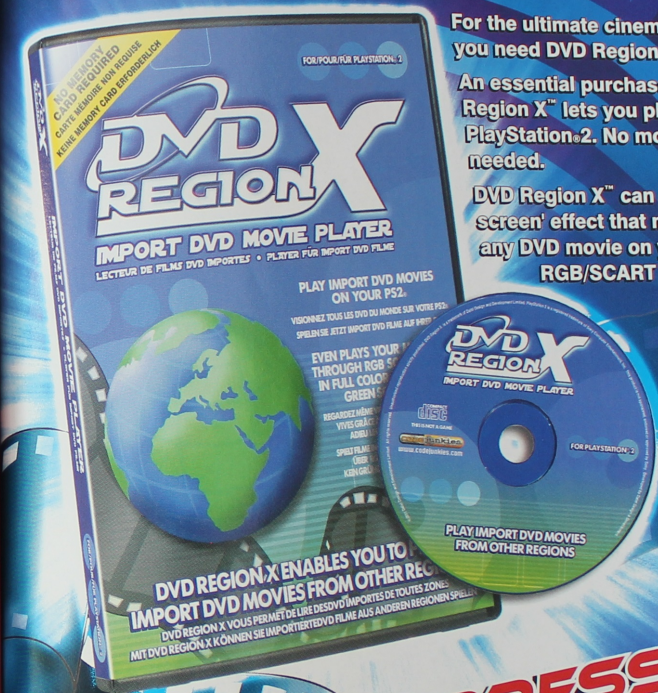
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An essential purchase for movie fans everywhere, DVD Region X™ lets you play import DVD movies on your PlayStation 2. No modifications to your console are needed.

DVD Region X™ can even remove the annoying 'green screen' effect that normally occurs when you try to watch any DVD movie on your PS2, via a high quality RGB/SCART cable.

FEATURES

- Play import DVD movies on your PS2*
- No modifications to your PS2* console needed
- Easy to use
- Plays PAL and NTSC* DVD movies
- Plays all region DVD movies
- Plays your movies through RGB scart lead in full colour - No more green screens!"



R.R.P. £14.99

WHAT THE PRESS SAY...

"A fantastically easy way of playing DVD titles from anywhere in the world on your PS2...a great PS2® add-on." Home Entertainment World 5/5 Editor's Choice

"Brilliant! It's not often that we froth at the mouth about anything on these pages but this is top." GamesMaster

"Sing huzzah for accessories specialists Datal. Simply put the CD into the drive, select your preferred region, slide in your DVD and you're away." FHM

"Your PlayStation®2 DVD region lockout problems have now been solved...a boon for Japanese anime fans."

"...welcome relief for DVD fans who want to import Region 1 discs from the USA. Not only do the States have greater choice but often new DVDs are released to coincide with the cinema release in the UK and can include more additional features." Computerave

"Software supplied with DVD Region X™ modifies the SCART output to support RGB, so you won't get that nasty green screen effect...at just £14.99 any PS2 owner would be daft not to get DVD Region X™." Total DVD

Home Entertainment World Editor's Choice

AVAILABLE FROM ALL GOOD GAMES RETAILERS INCLUDING: Virgin, HMV, CODEJUNKIES
OR CALL 0845 6010015 TO ORDER DIRECT (Lines open Monday to Friday 9am-7pm (except bank holidays), Saturdays 9am - 3pm. (Calls charged at Low call rate))
www.codejunkies.com

©2002/03 Datal Design and Development Ltd. DVD Region X is a trademark of Datal Design and Development Ltd. PlayStation 2 is a registered trademark of Sony Inc. This product is NOT sponsored, endorsed or approved by Sony. * NTSC-compatible TV set is required for NTSC mode. Please refer to your TV set's instruction manual. **Existing users can upgrade their product at www.dvdregion.com.

GEAR

WELCOME TO YOUR PSi2 GADGET, GAMES AND HARDWARE GUIDE...

GAME RACER

£235.00

Driving seats always seem like a bit of an effort really, but this one's special. Unlike the wobbly-wheeled, clunky, uncomfortable cheaper wheel seats out there, this is the proverbial dog's bollocks of driving peripherals. And well it should be for the hefty price tag that comes with it. So why is it so pricey? Well, for a start, this one's designed and developed by racing experts. It comes complete with Logitech's force feedback wheel and pedal set for use with your PlayStation2, or a 360 Modena Force GT set for use with an Xbox. Alternatively, you can fix your own wheel and pedal set for use with any console or PC. The seat's special design fits any driver, regardless of age or size, and incorporates a Tillett seat, as used by F1 World Champion Michael Schumacher (in his racing karts, that is). Everything's adjustable, of course, meaning you get the exact set-up to make gameplay utterly comfortable. GameRacer comes in a choice of three colours (red, blue and black), with a standard or extra-large seat size. A fabric-covered seat in a choice of red, blue and black is available as an extra. It's quality, it's pricey, but if you want the best and have the money, this is it.

1

PRICE: £235 FOR THE GAMERACER WITHOUT STEERING WHEEL AND PEDALS
£295 FOR THE GAMERACER COMPLETE WITH LOGITECH OR MODENA WHEEL/PEDAL SET
OUT: NOW
CONTACT: Tel: 01483 281 495
www.gameracer.co.uk



PSi2
7/10

MINI YAMAHA/DUCATI MOTORBIKES

£725.00 each

Many will question why you'd pay out nearly a grand for a smaller version of the real deal. Common sense aside, these are seriously impressive downscaled versions of Yamaha and Ducati road-racers. Each bike weighs around 37.5lbs and can carry an adult rider weighing as much as 242lbs at a maximum speed of 28mph (engines can be tuned to reach 70mph if required). Minimoto is the latest hard-and-fast sport to rumble across the USA and Britain, with organised races where you can take your beast for a run-around. But this is as much fun to rip around the garden and car park as it is anywhere, except public highways, of course. Biker gear isn't supplied. Fun for those flash of pocket, but unless you're interested in taking part in Minimoto, it's probably not worth it.

PRICE: £725.00 EACH
OUT: NOW
CONTACT: www.iwantoneofthose.com
Allow 1-2 working days

PSi2
7/10



MOTOROLA T5522 WALKIE TALKIES

£99.00

This very cool set includes two radios (one would be rather pointless), belt clips (for that band roddie look) two rechargeable batteries and a dual desktop charger. As well as using rechargeable batteries, they have a keypad lock which is especially handy for stopping inadvertent transmissions (the mind boggles). There's a range of up to three kilometres. A very cool couple of walkie talkies. Should you feel the need to own any. Handy for 'Convoy' movie type conversations across the office. 'C'mon in rubber ducky'...

3



PRICE: £99.00
OUT: NOW
CONTACT: www.iwantoneofthose.com

PSi2
8/10

EXPERIENCES
FOR
SALE

YOU ONLY LIVE ONCE (OR TWICE IF YOU'RE JAMES BOND), SO MAKE THE MOST OF IT. HERE ARE FOUR EXPERIENCES FROM WWW.GIZMOS-UK.COM TO ADD EXCITEMENT TO YOUR LIFE...



FIREMAN FOR A DAY

£140 • www.gizmos-uk.com

Held on selected Saturdays throughout the year at a fire training facility in Surrey, the idea is for participants to have a hands-on go at being a firefighter for the day. You drive the fire engine (sirens and lights), train in smoke-filled areas (disco smoke). Then after a buffet lunch (provided) you're cutting up cars to rescue passengers and tackle a blaze. Awesome.



INTRO TO TOURING CAR

£79.00 • www.gizmos-uk.com

Britain's leading domestic championship has been modelled into a vein-bursting all-action experience. Thrash into the corners in a Leon Cupra Type R and you soon find out as to why this championship has some of the best racing anywhere in the world. Experience lasts one hour and 30 minutes, with 17 mins personal driving time.



MILITARY DRIVING

£169.00 • www.gizmos-uk.com

In this whole-day action-event you undertake five brilliant activities. Armoured vehicle driving, airsoft action (modern paintball without paint and much more fun), the digger challenge, hovercrafting, clay shooting, archery, army action and more. The day starts with bacon butties and includes lunch, but ends with a winning driver taking a 56-tonne tank over a bunch of cars. Essential for action junkies.



TANDEM SKYDIVE

£249.00 • www.gizmos-uk.com

If you like the idea of jumping out of a plane, but the fear of doing it solo is too much to bear, then a tandem skydive might be just the ticket. You're taken to 10,000 feet and then, strapped to an approved instructor, you begin to free-fall to earth. This jump takes your body to terminal velocity – just over 120mph – bringing you to the kind of weightless experience astronauts enjoy. Incredible.

ALL THESE EXPERIENCES ARE AVAILABLE FROM WWW.GIZMOS-UK.COM

HOME DJ

EVER THOUGHT UNCLE STU'S DISCO WAS A BIT CRAP? WELL, WHY NOT HAVE A GO YOURSELF? HERE'S ALL YOU NEED TO BECOME A BONA FIDE DJ!

DJ HEADPHONES

Essential to any fledgling DJ is a decent pair of headphones. Bush has designed these simple, quality headphones to complement the DJ starter set. But simple doesn't mean a degraded sound. They deliver a max power handling of 100mW, which is pretty good. Plus, parents looking to keep sane will find these essential to any in-training DJ's set-up.

DETAILS...

Super thin samarium cobalt magnet driver unit
Impedance of 32mm OHM
Sensitivity 112dB at 1KHz
Frequency response between 20-20,000Hz
Maximum power handling 100mW

PRICE: £19.99
OUT: JULY
CONTACT: www.bush.co.uk



DJ ALBUM CASE

£19.99

Any DJ worth his salt will tell you lugging around your vinyl in a carrier bag isn't fun or advisable. So it's worth forking out for something decent to carry your precious LPs in. After all, without this lot in good nick, you're in trouble. This slick, shiny aluminium case (which is stronger than steel, kids) has twin locks with a key, a comfortable black rubber handle and strengthened corners to avoid wear and tear.

PRICE: £19.99
OUT: JULY
CONTACT: www.bush.co.uk

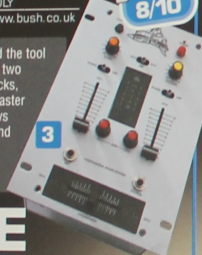


DJ MIXER

ETBC

PRICE: ETBC
OUT: JULY
CONTACT: www.bush.co.uk

The mixer is the middle man between tracks, and the tool you must master to become a real DJ. Using the two channels, you can master talk-overs between tracks, fading in and out and mixing tracks. Once you master mixing, you're a real DJ. This simple device allows you to master the art of mixing between tracks and talk-overs. The Bush mixer's compact design houses a crossfader, microphone input and two phono/line inputs.



FULL-SIZED DJ TURNTABLE

ETBC

You need two of these if you want to mix, using your mixer and headphones. This full size DJ turntable is 33.3/45 RPM with variable pitch control for perfect mixing. There's a quick start of under 0.7 seconds, a built in pre-amp. Comes with a dust cover and felt mat with DJ logo. A decent turntable for someone starting out, but remember to double the price as you need two. Or, if you want the lot, it's probably worth buying the DJ starter kit from BUSH.

PRICE: ETBC
OUT: JULY
CONTACT: www.bush.co.uk



COMPLETE DJ KIT

£149.99

For the flush parent comes all the above under a one-price umbrella, which makes for a cheaper option. This complete DJ kit includes twin full-size belt turntables, a DJ mixer and the DJ headphones. It's worth buying all this kit in one go to save money overall probably in the long run.

PRICE: £149.99
OUT: JULY
CONTACT: www.bush.co.uk



NEW DJs IN THE MIX

RESPONDING TO THE REBIRTH OF VINYL AND A 40% GROWTH IN RECORD SALES, BUSH HAS DEVELOPED A NEW RANGE OF PRODUCTS TO ATTRACT POTENTIAL DJs IN TRAINING. WE CHECKED OUT THEIR DJ STARTER KIT...

YAP-TASTIC!

PSI2'S MOBILE MONKEYS RUN THE RULE OVER THE LATEST CUTTING EDGE POCKET-BLOWERS, INCLUDING NOKIA'S NEW N-GAGE!...

NOKIA N-GAGE

£199 (TBC)

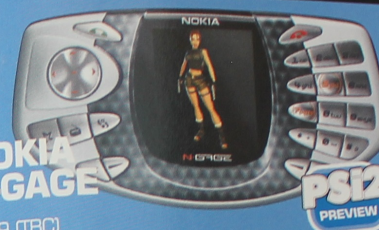
Nokia teams up with Sega and enters the mobile gaming market with the N-Gage. Games can be downloaded over the phone or installed via the MMC memory card slot. The N-Gage supports Bluetooth to allow multiplayer gameplay too. Nokia promises to deliver mobile gaming to rival that of the GBA, with cutting-edge mobile technology. Several titles will be available at launch. *Lara Croft in Tomb Raider* has been extended to include such mobile gaming services as advanced wirelessly networked gaming. *Splinter Cell* from Gameloft is the next-generation blockbuster adaptation to the N-Gage. Unfortunately feedback from the E3 event in LA was very negative. The main criticisms aimed at the N-Gage were the games' appalling frame rates, the phone's awkward button set-up and having to take off the back to change cartridges. Also, the lack of screenshots available on the website and in general indicates the PR types are shy of showing how the games actually look. We'll hopefully be getting out greasy mits on one for next issue, so we'll give you our honest opinion then.

Specs:

- Video capture (Camcorder)
- Multimedia messaging (MMS)
- Large colour screen
- Java technology
- Bluetooth, GPRS, WAP
- Tri-band
- External memory card
- Talktime: Up to 2-4 hrs
- Standby time: Up to 150-200 hrs



PRICE: £199 (TBC)
OUT: AVAILABLE TO PRE-ORDER
CONTACT: www.carphonewarehouse.com



NOKIA 6220

ETBC

PRICE: ETBC
OUT: AVAILABLE TO PRE-ORDER
CONTACT: www.carphonewarehouse.com

A new Nokia mobile design is always worth a look. This stylish new phone has an integrated digital camera that lets you create multimedia messages. With EDGE and GPRS high speed connectivity, the phone offers a faster, more powerful way to browse the internet and send messages, and the WAP browser gives you a full-colour interface and allows richer graphical detail. Although it's hard to say if the phone will be worth the money (no price deals were announced at time of going to press), it's a slick-looking phone with the latest technology under the hood.



NOKIA 3650

£299.99

PRICE: £299.99 handset only or £399.99 for pay monthly
OUT: N/A
CONTACT: www.carphonewarehouse.com

Plugged as the complete tool for showcasing and sharing experiences. Captures events via in-built camcorder and lets them fly with voice text and pictures using multimedia messaging technology. The in-built 4Mb memory handles hefty storage of clips. Plus the screen is massive 1.6 inch. This is top-end stuff, with a unique design that turns heads as you strut down the street, so expect to pay through the nose unless on a decent contract.



NOKIA 3300

£199 (TBC)

PRICE: £199 (TBC)
OUT: AVAILABLE TO PRE-ORDER
CONTACT: www.carphonewarehouse.com

If music's more your thing, get in line for this sleek new bit of kit. The Nokia 3300 brings an innovative design and a big focus on music. There are a number of fun music features, like being able to download MP3 music files, listen to the in-built stereo radio for hours on end or play with the digital recorder. It also supports multimedia messaging, SMS, chat and email over SMS. Inside you'll find up to 4.5MB of internal memory for user data as well as an advanced WAP browser. Features a music player for MP3 and AAC files. Stereo FM radio and a digital recorder from integrated FM radio. Awesome for music lovers.



SIEMENS SL55

£299.99

PRICE: £299.99 RRP
OUT: AVAILABLE TO PRE-ORDER
CONTACT: www.carphonewarehouse.com

The slide pad was a Nokia 7650 first, but here Siemens integrates the sliding pad into an advanced new model. The new phone has an exclusive touch to it, and sports a range of advanced features. The SL55 has a 12-bit colour display as well as tri-band GSM/GPRS (Class Eight) support. MMS, email, a WAP 2.0 microbrowser and support for J2ME applications and games. To keep it tiny, the SL55 has a keypad which slides up behind its display when not in use. When closed, all functions can still be navigated by means of a joystick and the two soft keys. Sleek, powerful and cutting-edge stuff inside.



NOKIA 6800

£329

PRICE: £329
OUT: SEE WEBSITE FOR DETAILS
CONTACT: www.nttella.com

The unique design of the Nokia 6800 has been created to offer convenience and speed in writing messages. Flip the phone open to use the regular keyboard layout and back for a normal-looking phone. The model's message linking function allows you to send text of up to 459 characters in one hit (good for those text-heads). Sounds great but to be fair we found it hard to get used to the design, especially texting. The distribution list allows you to send a message to several people at a time. You can write and store notes up to 3,000 characters for easy transfer to your store notes up to specified email addresses. Those seeking a new computer, or send to specified email addresses. Those seeking a new gadget to play with should expect great things and a hefty price tag from this new high-end model. If all you do is text, this one's for you.



GEAR

GADGETS • GAMES • MOBILES AND MUCH MORE!

MINISTRY SOUNDS

MINISTRY SP SERIES ACTIVE SPEAKERS

Branded with the Ministry of Sound logo, the new product range is massive. These active speakers are built for PC use, and bang out a respectable sound via 2.5 Watt built-in amplifier. Controls include volume control and Mega Bass boost. A nice pair for any self-respecting PC owner to purchase.



PSi2 7/10

PRICE: £19.99
OUT: JUNE
CONTACT: www.ministryofsound.com

MINISTRY SQ SERIES PCD PLAYER



This Ministry of Sound-branded PCD player has a 45-second electronic shock protection, 20 programmable memories and CD Functions repeat/random/intro. The PCD player also comes with Mega Bass sound and a small LCD display. An LED tells you when batteries need re-charging. Comes with rechargeable batteries.

PSi2 8/10

PRICE: £39.99
OUT: JUNE
CONTACT: www.ministryofsound.com

THREE PIECES OF SOUND EQUIPMENT FROM THE NEW MINISTRY OF SOUND AUDIO COLLECTION TO CHECK OUT...

MINISTRY SP SERIES CUBE SYSTEM

Ministry of Sound wakes you up with a cube system to surround your morning with cracking sounds. CD, MP3, CD-RW disc compatible, with DAB tuner, MW/FM Stereo PLL Tuner, CD Programmable tracks, mega bass sound system and ten pre-set stations. There's also a 20W Active subwoofer and full remote control. A pleasure in the pain of waking up.



PSi2 8/10

PRICE: £199.99
OUT: NOW
CONTACT: www.ministryofsound.com

SOUNDS AMAZING

MINISTRY OF SOUND ENTERS THE BRANDED PRODUCT SCENE WITH AN IMPRESSIVE LINE-UP OF GOODS...

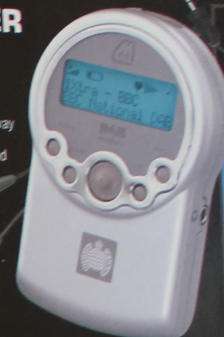
MINISTRY PERSONAL DAB TUNER

£149.99

1

This personal DAB tuner from the Ministry of Sound's new 2003 collection is a handy little gadget for music lovers on the move. A four-way joystick allows easy access to the player's various functions. There's a mega-bass sound system. The beauty automatically compiles a list of your favourite stations, there's ten pre-set station memories with a blue backlit display. Comes with stereo headphones and integrated antenna. Good reception and great sound comes as standard.

PRICE: £149.99
OUT: NOW
CONTACT: www.ministryofsound.com



AND THE REST OF THE ESSENTIAL MINI-GADGETS TO GET YOUR PAWS ON THIS MONTH...

USB PHONE CHARGER

£12.99 • www.iwantoneofthose.com
How often do you get to work only to find your mobile's on its last legs? Well, fear not! This USB port charger will power it up from your PC while you work!



BLUE LED TORCH KEYRING

£4.99 • www.iwantoneofthose.com
Ever wanted to blind someone with a powerful ray of light? Well this little beauty is just the ticket, and handy if you need a little torch to hand. Neat.



STEALTH CAM

£399 • www.iwantoneofthose.com
This stealth cam allows a fledgling spy to practise recording subjects at will. Vital visual observations are accompanied by recorded sounds.



RADIO PEN

£14.99 • www.iwantoneofthose.com
Never miss a football game, new tune or breaking news with this superb radio pen. Great reception, and it comes with headphones and auto-scan.



MINISTRY ULTRA SLIM PCD PLAYER

£149.99

This extremely slender PCD player from Ministry of Sound is CD-RW-compatible, with 45-second electronic shock protection. There's 24 programmable memories, mega-bass sound, in-line remote control, CD functions and an LED indicator. If you can bear the whacking great Ministry of Sound logo on the player it's not bad at all, and more than stands up to other similar players on the market sound wise.

2

PSi2 8/10

PRICE: £149.99
OUT: NOW
CONTACT: www.ministryofsound.com



MINISTRY MP3 FM RECORDER/PLAYER

£149.99

Ministry's dinky 128Mb MP3 FM recorder/player is MP3/WMA compatible. There's an FM Radio with 30 pre-set channels. For those fond of the sound of their own voice, there's a built-in microphone. Sound-wise there's a mega-bass sound system. In-line remote control and a mini-USB cable to connect to your PC. It's size and sleek looks mean it's subtle and fits snugly in your pocket. Ideal for music on the move.

PSi2 8/10

PRICE: £149.99
OUT: NOW
CONTACT: www.ministryofsound.com



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Tel: 0870 240 1109 Mon - Fri 9am til 5.30pm

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PSi2
BOOK OF THE
MONTH

BOOK REVIEW

THIS MONTH WE'VE A HUGE SELECTION OF GRAPHIC NOVELS
IN OUR REGULAR BOOK REVIEWS SECTION...

BATMAN: Child of Dreams
KIA ASAMIYA - Out Now • £24.99

When a graphic novel comes hard-backed, you know it's something special. *Child of Dreams* doesn't disappoint. It seems there's a drug on the mean streets of Gotham that makes your dreams come true, as long as they're to become Batman's greatest enemies. Batman seeks out the maker of the toxin, leading him to Tokyo and a face-off with a chemically-enhanced enemy. Action-packed and engrossing stuff.

PSi2 SCORE



STAR WARS INFINITIES: THE EMPIRE STRIKES BACK
Dave Land - Out Now - £10.99

The series continues to intrigue geeks around the globe with its timeline tomfoolery. This version has Luke die, Darth Vader destroy the Cloud City and Yoda train Leia to be a Jedi. Fascinating in a geeky way.

PSi2 SCORE



SUPERMAN: CRITICAL CONDITION
Eddie Beranza - Out Now - £12.99

The Man of Steel scours the city for Lois, until he collapses from a mysterious illness. Supergirl and Superboy miniaturise themselves and enter his body to find a way to save him from dying. Intriguing stuff.

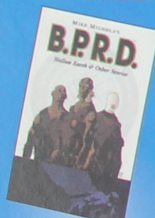
PSi2 SCORE



THE WITCHING HOUR
Jeph Loeb, Chris Bachalo & Art Thibert - Out Now - £13.99

Supernatural fun with the mysterious Amanda Collins, a dabbler in the lives (and deaths) of man. She deals with the evil and maladjusted in this dark, but well-presented spooky graphic novel.

PSi2 SCORE



B.P.R.D. HOLLOW EARTH AND OTHER STORIES
Mike Mignola - Out Now - £13.99

The creators of *Hellboy* continue the adventures of the Bureau for Paranormal Research. Under the sea they uncover homesick bones, mad science and the junkyard at the centre of the Earth. Glossy and well written.

PSi2 SCORE



STAR WARS: SCREAMS IN THE VOID
Various - Out Now - £24.99

A massive collection of stories that take place after *The Empire Strikes Back*, with Luke, Leia, Chewie and the droids on their search for Han Solo. You get a load of great stories for your cash. Packed with goodness.

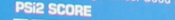
PSi2 SCORE



FORT: PROPHET OF THE UNEXPLAINED
Out Now - £8.99 each

New York is plagued by strange events - fish falling from the sky and bizarre collections of microbial goo. Fort is a paranormal investigator on the trail of the truth in these amazing stories. Good stuff.

PSi2 SCORE



AND THE REST

More highly-recommended graphic novels for your consideration, available from all good retailers...

BATMAN: BRUCE WAYNE: FUGITIVE VOL 1
Out Now - £9.99

Convicted of killing Vesper Fairchild, Bruce Wayne is sent to Blackgate Prison. Of course he escapes, triggering a massive manhunt. Now it falls to Robin, Night Wing, Oracle, Batgirl and Alfred to solve the mystery in this gripping two-part novel.

BATMAN: BRUCE WAYNE: FUGITIVE VOL 2
Out Now - £9.99

Still on the run and his alter ego, Batman is alienating both friends and long-term allies as his quest for justice seems to completely destroy the man behind the mask. But his close friends are determined to prove his innocence in this explosive finale.

JLA: GOLDEN PERFECT
Out Now - £9.99

A missing child. A prophecy to be fulfilled or denied. A woman asks Wonder Woman for help in a long-dead language leading the JLA into a mission complicated by politics and compounded by destiny. Suddenly Wonder Woman goes missing and the JLA are in disarray. Can they survive and save the world?

HAWKMAN: ENDLESS FLIGHT
Out Now - £9.99

In ancient Egypt, he was known as Prince Khufu. Today he is known as Carter Hall - archaeologist, winged warrior, Hawkman. He's lived a thousand lives, his soul reincarnated again and again, destined to fight against the evil of the world to find his true love.

FABLES: LEGENDS IN EXILE
Out Now - £9.99

When a group of fairytale characters are exiled from their respective worlds, they're forced to take up residence in modern-day New York. Life isn't easy for those exiled amongst the normal humans in the world. These stories follow their exploits as they struggle to adjust to the real world.

PLAY LIST

Music reviews and ratings of all the latest albums from all the biggest artists!

Reviews by Jon Cox and Ben Kesh



PSi2 ALSO OUT THERE

OTHER RELEASES COMING YOUR WAY...

EMPIRE SOUNDTRACKS
EMPIRE - On sale now

If you're looking for that hidden track off *Blade* or some of the unrecorded tracks from *Blade Runner*, this isn't the album for you. If you're after the singles and 'peer-to-peer' file sharing favourites that companies build into films to add to the merchandising opportunities, spend your heart out.

5/10

THE ANDROIDS
The Androids - On sale now (£9.99)

They wanted to do it with Madonna and now they've got your attention, you could probably do with the album. Don't expect too many similar catchy tunes; these guys like to thrash their guitars a little. Hit and miss, try and have a listen before you buy.

4/10

UNDERWATER EPISODE 2
Mixed Darren Emerson & Mutiny - On sale now

Two frankly superb CDs mixed by Darren Emerson and Mutiny. This is an office favourite, gentle enough to pop along in the background without offending, but whack up the volume for a two buzzing CDs. See www.underwaterrecords.com.

9/10

FLESHWOUNDS
Skin - On sale now

The stunning voice that lit up Skunk Anansie finally gets an album that allows her incredible talent to take centre stage. But Skin isn't happy, with tales of broken hearts all round. But ultimately a stunning debut solo album.

9/10

TESTIMONY
Dana Glover - On sale now

Deceptively marketed in the same soothing vein as Nora Jones, Dana Glover has a little more caffeine in her diet. The songs are certainly more lively. The successful single 'Thinking Over' was a taste of what fans can expect from this rather good debut album.

6/10

WELCOME TO THE MONKEY HOUSE

THE DANDY WARHOLS
THE DANDY WARHOLS HAD FOUND THEIR DEFINITE ANGLE...

LABEL: POLYDOR
RELEASE: OUT NOW
MORE INFO: WWW.POLYDOR.COM

This album is packed full of new horizons for those who thought the Warhols had found their definite angle. It's full of innovative electronic skills, combined with a classic tang you can't help but smile at. Their range is exemplary, their production team outstanding and their demeanour, both lyrically and musically, is enthralling. This leaves little to be desired by the hyperactive rock fan. After this we'll follow what they produce a lot more tightly, but also looking at their back catalogue to see how they came to produce an album with such grace and individuality. An extremely adult yet laid back effort from a band who will soon be in the limelight, and rightly so.



THE NEXT EPISODE

NEXT
SWEARING, PRO-GANG SERMONS AND BITCH-TALK ARE NEXT...

LABEL: UNIVERSAL MUSIC
RELEASE: OUT NOW
MORE INFO: WWW.UNIVERSALMUSIC.COM

The pretentious start left us cringing. It's been done before and better. This album has all the basics an R&B/hip-hop fan could want; if you like your films censored, your celebrities airbrushed and your house childproofed. Because that's what this is...childproof. That's not to say we adore swearing and pro-gang bitch-talk, but a middle ground needs to be achieved. This is too tame to carry any sort of weight with fans of the genre. A few efforts are made to pay homage to older artists, with samples drawn from a diverse array of music. But unfortunately it's all a moot point when coupled with bloated lyrics and dazed beats. Save your money and buy some Public Enemy instead.



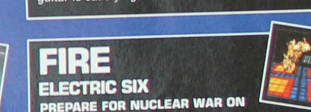
VEHICLES & ANIMALS

BY ATHLETE

TOE-TAPPING TUNES FROM THOSE
POLISHED-SOUNDING ATHLETES...

LABEL: PARLOPHONE RECORDS
RELEASE: OUT NOW
MORE INFO: WWW.PARLOPHONE.COM

When listening to this, I found myself nodding along happily to quite a few of the tracks, feeling not ultra-happy or in love, but just content. Athlete have an original sound due to taking an old brit-pop style and messing around with it until they found something satisfactory, though you could be forgiven for thinking this was lead by a production team and hand-rubbing record label. Perhaps that's just us being suspicious of being Linkin-Park-a-likes in their manufactured status. However, their ability to merge experimental electronics with off-white gravelled vocals and basic guitar is satisfying.



FIRE

ELECTRIC SIX
PREPARE FOR NUCLEAR WAR ON THE DANCE FLOOR!

LABEL: XL RECORDINGS
RELEASE: OUT NOW
MORE INFO: WWW.XLRECORDINGS.COM

Let's be honest. When sleazy Detroit rockers Electric Six released 'Danger! High Voltage' earlier this year, it was generally considered the kind of gimmick single they wouldn't follow up with anything worthy. But their second single, 'Gay Bar' (released May 5th), was a step up, showing huge potential. Those left salivating for the album will not be disappointed. Their bizarre genetic splicing of punk, new wave, disco and arena new breed of rock'n'roll. There's not enough for casual chart followers looking for more gimmicky fun (though Gay Bar will stir the coffers for sure), but the dedicated will find a blend of fine sounds amongst the fodder. If you like 'em, the live show is unmissable. They're not for everybody, but they're certainly out to get you and everyone you know with a new brand of sleazy rock. Danger! Danger!



WIRED

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WIRED

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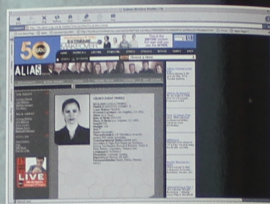
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A GUIDE TO THE BEST ALIAS-RELATED WEBSITES...



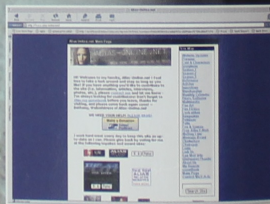
<http://abc.abcnews.go.com/primetime/alias/>

The official US website for ABC (the network that created and airs *Alias* in the States) does provide plenty for fans to enjoy. Sydney followers can find up-to-date news on the American broadcast of the show. Includes galleries, wallpapers, games, *Alias* merchandise (including props from the show, T-shirts, gadgets), videos, screensavers and much, much more.



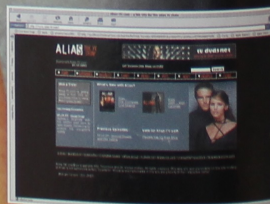
<http://www.alias-online.net>

This slightly basic-looking site actually leads to many aspects of the show. Here you find regular website updates, info on cast and characters, storylines and season guides. There's also links to tons of previous interviews, a calendar, photo galleries, multi-media, fan art and funniest of all, look-alikes.



<http://www.alias-tv.com>

A slicker website with everything the others have, but easier to surf around. Designed in a similar way to the official ABC site (where you find the official wallpapers from the show). This site seems to be updated a little more regularly, with show news and updates on the cast.



TO CELEBRATE THE RELEASE OF
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OUT NOW TO OWN ON DVD AND VIDEO

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plus ten runners-up each get a copy of the film on DVD and a copy of the game.



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- A: Puppies
- B: Kittens
- C: Dragons

If you think you know the answer,
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and clearly leave your answer name and address.

Calls cost 60p a minute, so get the bill payer's permission. Lines are open 24 hours a day. The competition closes at midnight on July 20th. Good luck!

THERE BE DRAGONS!
...win some fantastic goodies!



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NOW DVD AND VIDEO.
YOU CAN SEE THE REVIEW
IN THIS VERY ISSUE!

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AND I'LL TELL YOU HOW TO HELP NIOBE
TAKE ON THE MACHINES, RETRIEVE THE KEY AND SAVE ZION...



Exclusive Action Replay
codes available



POST OFFICE



So you're jacked in and looking for the package. Head right to the mailboxes, then go back, take out the security guards with focus grabs and head for the elevator. No joy here, so go to the men's toilets and use the ladder. The next area is straightforward – take out guards stealthily. Find the switch to

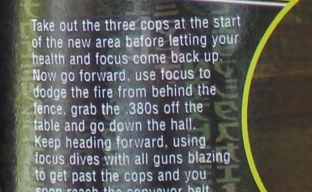


open the garage door and head through. Head forward to the main sorting room, then take the elevator to the second floor.

Use focus attacks to disarm the guards. Grab the SMG on the table and proceed



carefully. Keep clear of the rampaging forklift, then use the ample cover to take out the guards in safety. Once up on the shelves safe from the gas, turn slightly to your right and face the far end of the hall. Now focus jump over to the ledges on the opposite side and head for the skylight.



Take out the three cops at the start of the new area before letting your health and focus come back up. Now go forward, use focus to dodge the fire from behind the fence, grab the .380s off the table and go down the hall. Keep heading forward, using focus dives with all guns blazing to get past the cops and you soon reach the conveyor belt.

Head left and grab the package. Cops appear, so deal with them and use the elevator. Head for the main doors. More cops! Move quickly, focus-run into some cover and start blasting away. Get an MP5 and take out the cops one at a time. When done, head for the door to the right of the elevator. Drop off the catwalk and run and gun through the next area. Climb to the second floor and use the door. Keep heading forward and Sparks will soon intervene.

Focus is important in this section, so why not use the Infinite Focus cheat for the Action Replay? You can find it at the end of this walkthrough...

CITY DRIVING

This one may take a few goes, so don't worry about it. Stay on the right side of the road to avoid problems with oncoming traffic wherever possible. Follow your goal tracker and listen in for last-minute direction changes courtesy of Sparks. Use the emergency brake for those sharp corners, and use Ghost to keep the squad cars at bay.

You reach the bridge, but it's not down yet! Slam on the emergency brake and head right. Follow the road back the way you came and you reach a loop that goes round the block and back onto the main road. This helps you to shake off the cops and buy some time. With any luck, when you get back to the bridge it will be down. Put the pedal to the metal and get the hell out of there!

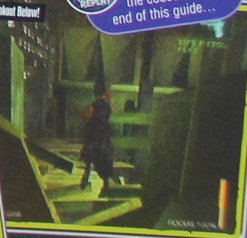
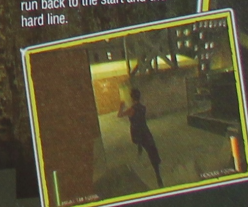
Dodging the cops is much easier if you activate the Enemies Can't See You cheat on your Action Replay...



CITY ROOFTOPS

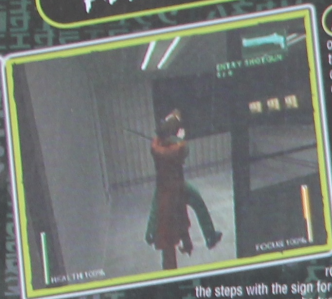
Run and focus-dive off the roof to the building below. Run over the planks and up the ladder. Over another roof and up another ladder and you reach the door to the hard line. It's not that easy, though; an agent appears! After the cut scene, jump down to the right side of the fence. Jump over the gap to the ladder on the next building. Go clockwise around the edge then head right and jump over the gap. Use Focus to dodge the agent and head for the green

shed. Two cops come out of here, so take them down quickly and keep moving. Jump across to the ruined building, go up the ladder, through the brick wall and the fence. Focus dive to the next building and fall through. Avoid the cops, go up the stairs and run back to the start and the hard line.



Why Focus when you can Hyper Focus using your Action Replay? Check out the codes at the end of this guide...

THE AIRPORT



A nice, easy start to the airport. Focus-jump off the balcony in front and turn around. Disarm the cop and jump on the conveyor belt. Now to use Belt 10. Head through the door in the far-left corner. Go across the next room, draw your weapon and go through the door. Focus-run to the far wall and dispatch the SWAT unit as he comes out of the control room. Grab his shotgun and hit the button in the control room. Now go out and up

the steps with the sign for Belt 10. It's a straight path to Belt 10, but don't dither or the power may be turned off again.

Time to enter the service tunnels. Take out the cops near the start before heading right. Take the turning for tunnel 5A and follow it to the end. Turn right into tunnel 4L and head down, past the turning for 3L, watching out for more cops. At the sign for tunnels 1R to 2R, head to the end, take a right at the T-junction and then a quick left to enter tunnel R.

There's an agent chasing you, so leg it. After a while you have SWAT guys to deal with too, so quickly disarm them and keep moving. Once you reach 5R, drop down and grab the medikit. Go up the ladder, forward and up another ladder to 7R. Focus-kick the emerging agent and go past him to enter the hangars.



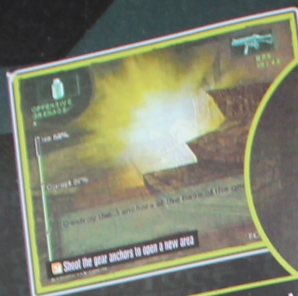
Make your way through the hangars, taking out the sniper in Hangar 3 first and using the lift down to the plane in Hangar 2 to go through the plane and reach the service tunnels. The journey through the tunnels is straightforward, if a little unvarying. Take out the guard at the entrance and use his sniper rifle with infrared scopes to make your way through the darkness, sniping cops as you go. Once you reach the runway, quickly take out the guy to the right for a SG-552. Use this to take out the four nearby SWAT units, before using stun grenades and the explosive barrels to help take out the next four. Now get in cover and switch to the sniper rifle to finish the battle. Follow Vector and you're set on the plane.

Run to the front of the plane, gun down the SWAT guy and grab his MP5. Two more follow, so gun them down before grabbing some parachutes. Head back to Axel and watch the cut scene. Time to take out the trash!

Straight away ignore the agent and hit the button on the left to open the rear of the plane. Circle around the agent and use focus kicks to boot him out of the plane. Depending on the difficulty you're playing on, freak turbulence may save the agent's neck one or more times. Just keep kicking him while he's down and be careful not to fall off the edge yourself and you oset there eventually.



No amount of guns will help with the agent so the Infinite Health code at the back of the guide will keep you alive long enough to kick him out.



THE SEWERS

The sewers are big, but protecting the other rebels are the only tough bits. Reach Ballard, disarm the sniper and turn his rifle on the two SWATs on the catwalk. Head up to their position and go down the ladder to move on.

Take out the four snipers guarding the hard line before using it. Now lob a grenade at the ventilation fan to proceed. Head through the tunnels and drop down on the chatting officers. Keep going until you take out the guy next to the steam. Boom! Now go down the ladder and through the basement. Turn off the steam by following the red pipe to the pump. Go back the way you came and take the ladder up. Go around the room anticlockwise and drop through the hole.

Work your way to Ice and Corrupt and shoot the four pear anchors to open up a new route. Now head through the waterway and follow the SWAT team to reach Wurm. Quickly dispatch the SWAT team to save him.

More straightforward progress through the canal follows, before an underworld obstacle course lies between you and Malachi and Bane.

Watch out for the tunnel above the plank across the gap with a SWAT unit inside. Jump and grab the red pipe and climb over to the breathing room.

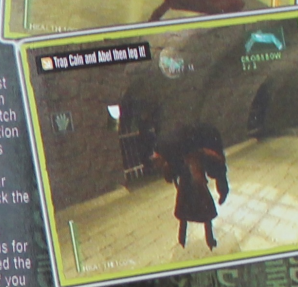
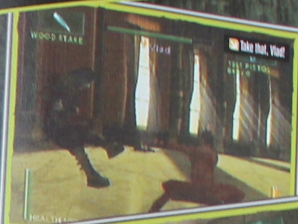


You need to be a crack-shot to save Malachi and Bane, but here's the attack pattern. One from the right, two from the left, one centre, one right, three left, one right, one centre.



THE CHATEAU

There's nothing to do in The Chateau until you reach the attic. Vampires and Dobermans can't be taken out with normal attacks, so Niobe must stab them through the heart to get rid of them. Luckily you have unlimited stakes to do the job, and staking is done automatically when you attack a dazed or off-balance enemy.



Move through into the second room and get ready for your first battle with an exile. Lay into him with punches and kicks and watch how he attacks. By pushing Action just as he strikes, Niobe evades and counter-attacks. The exact counter-attack depends on your position and what type of attack the exile uses. For even more impressive results, combine a counter-attack with some focus for real damage. Once you've killed the first exile, two more appear. If you get caught between them, press Focus and Kick together for a useful kick move which sends them both flying. Once those two are dealt with, it's time to face Vlad.

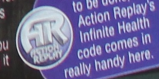
Made a tough customer, and can block and evade most of your attacks. Use your focus and get some kicks in. Be sure to put the boot in whenever you manage to send him to the floor. Use your counter attacks as much as possible, and back off if he gets too aggressive. When Vlad starts to take deep breaths, he's about to use his rushing attack. Quickly circle around him to avoid this. If you get low on health, run back to the start of the level to recuperate. Once Vlad starts to sway, deliver one last kick to knock him to the ground. The Keymaker then shows Nibbs the way out. Take out the axle and grab his weapon. Now follow the lamps until you reach another axle. Once he's dealt with, go through the next bookcase to exit the attic.

Go left, enter the closet and get the crossbow. When you come out, Vlad has returned. Take out the two exiles and he attacks. Use the same tactics as last time, backing off and using a wall-kick or two if you can't land any hits. Also, try Focus and Action, then Kick for a useful counter. Once Vlad is dealt with, use the elevator.

Make your way through the Merovingian's office, taking out Dobermans as you go. Don't use the crossbow bolts; you need those later. Once through the garage hallway and great hall, it's time to face Cujo in the dungeon.

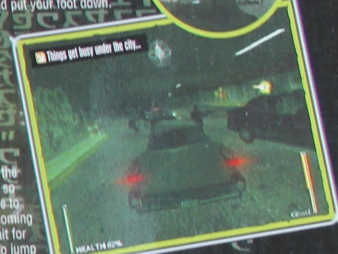
Cujo fights very similarly to Vlad, just tougher. Get aggressive early and work him toward the outside of the ring with focus punches before using the wall to land focus kicks on him. Watch out for the same charging attack Vlad used and get well clear. Once Cujo is half dead, he calls on a couple of his minions to attack. Nice while he sprays you from afar with a UMP! Keep moving and you should be able to take out the allies with your crossbow (you should have three bolts if you've used none). Without getting hit by the gunfire, Cujo gets much tougher now. Use the Action button to spin around him and get some kick combos in. Once he hits the deck, focus-kick Cujo over to the wall and then wall-kick him when he or she swats them away for his new counter attack. Avoid using punches against him or she swats them away.

Once Cujo is dead, head up the passage to face Cain and Abel. Carry Ghost out of the cell and they appear, forcing you to fight them. Luckily, this is much easier than Cujo. Just beat them toward the cells, where they're held by the prisoners. The Focus and Kick attack when between them the one first is dead. Move fast to trap the second exile once the first is incapacitated as the prisoners won't be able to hold them for long. You may find one gets free just as you trap another, so keep going. Pick Ghost up and leg it to finish the level.



UNDER THE CITY

Anice, easy driving level. The twins may be after you, but the underground highway isn't too full of other traffic and the exit is close. Use the Focus button to have Ghost spray the twins' car with lead and put your foot down. Once you get a lead on the twins, don't keep Ghost put or he can get injured. Follow your goal tracker and keep to the right to avoid driving in oncoming traffic.



The exit ramp is on the outside of the loop, so you're going to have to cut across that oncoming traffic to use it! Wait for the goal indicator to turn green and then slam on the

to miss so this part may take some practice. Once you manage to turn the car out across the traffic, avoid the twins and make good your escape.

THE FREEWAY

More driving, but a tougher ride than last time. The first section is a race to get away from the agents. When you encounter several cop cars, hang back and have Ghost take them out. If you get too close, once you destroy one you've a hard time dodging the wreck. Once you reach the 'Watch TV' sign on the right of the road the agents give up on you, so take it easy and reach the next area. The second-half of this driving level is a real race against time. You've got to reach the truck fast or you've blown it. Keep the accelerator down and use the embankments to take the shortest route possible. Use Ghost to keep the cops out of your hair, but this time it's better to avoid them than fight them as you don't have much time.



Is the enemy getting on your nerves? The Action Replay's Disable AI code makes them incredibly thick...

Feel the need for speed? The Action Replay's Hypermode codes, found at the end of this guide, give you all the speed you need...

ATR
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REPLAY

Cops getting on
your nerves? With
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cheat, they're much
less of a problem...

Is the game moving too fast? With Action Replay and the Slow Motion code, you can slow it down a treat.

Good work rebel! Enjoy the exclusive trailer of the final film! ■ JAMIE WILKS

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GREEN RAGE!

Who dares stand in the way of the human battering ram? This month we're about to see how The Hulk has evolved in both the big-screen movie and videogame. But how about getting back to his green roots with Stan Lee's original stories?

On June 30th Buena Vista Home Entertainment is releasing this collection of four classic episodes on DVD and VHS. *The Incredible Hulk* features four classic episodes. "Return of the Beast Parts 1 & 2" tells of scientist Bruce Banner recalling how he became the Hulk, his latest attempt to rid himself

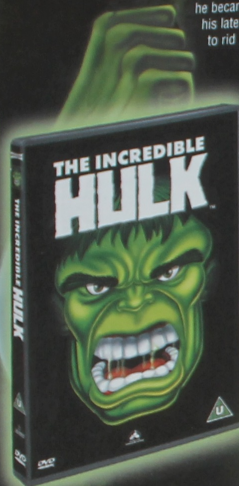
of the 'curse' and the Hulk's face-off with the Gamma Mutant Warriors. In 'Raw Power', an experiment goes horribly wrong and Bruce's pal Mitch McCoughen is transformed into Zzzak, a being of pure energy. Finally in 'Helping Hand, Iron Fist', Iron Man, War Machine and H.O.M.E.R. have to find a way of curing Bruce of the Hulk before S.H.I.E.L.D. agent Gabriel Jones arrives.

DVD extras include a Stan Lee Soapbox, 'Who is Peter David?' featurette, Inside the Hulk and a classic 1966 episode. We have ten DVDs to give away to fans of the green Goliath. To enter just answer the following question and call the number below.

Q: What is the name of the Doctor of nuclear physics who turns into The Hulk when he gets angry?

- A: Bruce Forsyth**
B: Bruce Dickinson
C: Bruce Banner

Call
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Terms and Conditions: calls cost 60p a minute. Lines open 24 hours. Competition open to UK residents only. Competition closes midnight July 20th.

The first man of intergalactic adventure finally lands on VHS and DVD, with the double VHS and double-disc DVD retail release of the hit TV series *Dan Dare Pilot of the Future* on June 9th, courtesy of Columbia TriStar Home Entertainment. Loved by fans both young and old, *Dan Dare Pilot of the Future* follows Dan and his trusty crew as they save planets and ensure the security of the galaxy from greedy pirates, ruthless billionaires and their arch enemy, the evil Mekon.

To celebrate the release of this comic legend's animated adventures, we've teamed up with Columbia TriStar Home Entertainment to offer readers one of ten copies of *Dan Dare Pilot of the Future* on DVD.

To stand a chance of winning a copy, just answer this simple question.

Q: Who's Dan Dare's arch enemy in *Dan Dare Pilot of the Future*?

- A: Darth Vader**
B: Ming The Merciless
C: The Evil Mekon

If you think you know the answer, call us now on **09064 774486**

Clearly leave your answer, name and address. Calls cost 60p a minute, so get the bill payer's permission and lines are open 24 hours a day. The competition closes at midnight on July 20th. Good luck!

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CODEJUNKIES DIRECT

Welcome to the latest edition of the Codejunkies Direct catalogue; your guide to the hottest deals and the very latest videogame gadgetry.

This month we've got a fantastic special offer on all Ultimate Cheats™ discs for PlayStation®2 - **buy two, get one free!** These cheat companion discs are a great way of getting more out of your PS2® games. Packed with powerful codes and cool enhancements, Ultimate Cheats™ lets you modify and tweak the gameplay in all your favourite games.

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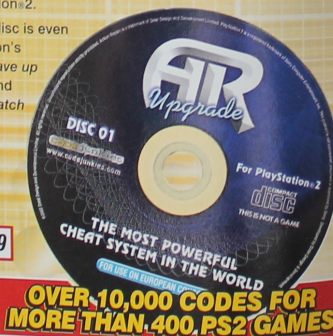
If you have the older Action Replay 2™ then this disc is even better value still, giving you all of the latest version's superior features including memory manager - save up to 10 times more data onto any memory card - and DVD Region X™ - play import DVD movies and watch any DVD movie on your PS2™ via SCART/RGB, without green screen.

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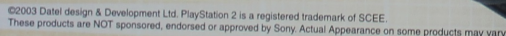
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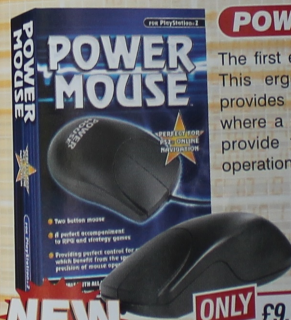
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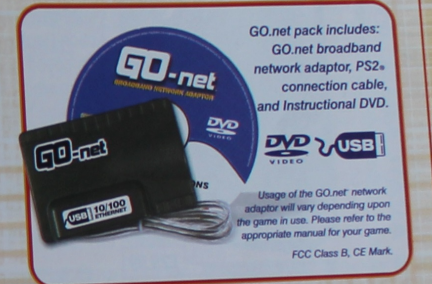
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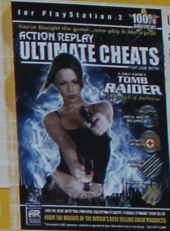
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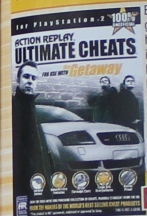
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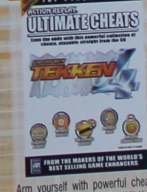
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INBOX

WRITE TO PSi2, Thin Ice Media, Beacon Place, Opal Way, Stone, Staffs, ST15 0SS. Or email editor@psi-2.com. If you're any good you'll win a prize!

Very Testing

Dear PSi2

I think I am going to the 'dark side' with the Xbox. I've had a PS2 virtually since its onset in the UK, but after a little more than 18 months, it's developed problems. After phoning Technical Support I exchanged it for a reconditioned PS2. Four months later, it developed identical faults to my first one – not loading anything, and whirring and clicking. So I phoned Tech Support again, and they told me it was out of warranty and it'd cost me £65 to repair. I decided to leave it. Then I read an interesting article in your mag stating Microsoft had commented that older PS2s had a few component faults and had 'worn out' two PS2s. I immediately thought of my two PS2s, with awkward loading trays – unlike my friend's newer, sleek-looking PS2. The difference is I paid £399 and he paid £220. So, you tell me – £129 for the robust, ultra-powerful, internet-ready Xbox, or shall I risk £169 for recon unit number two? Hmmm, I wonder...



Alex, London

Is it simple bad luck to get two faulty machines, or are older PS2s more of a liability? Sony has stated categorically that 'there are no component faults in older PS2s', and it is 'impossible to wear one out'. But is this just sales patter or a genuine response? What are your experiences?



KARAOKE Revolution



Check out the slippers



PSi2 STAR LETTER

OLDIE BUT GOODIE

DEAR PSi2

I'd like to make a plea for games developers to cater to older gamers like myself. Now I'm on the hospital level of *Silent Hill 2*, my ageing heart is beginning to feel the strain. So I'd like to pitch the following game ideas aimed at the 40-plus age group:

1) EXTREME CARPET SLIPPER SURFING

Get around each room of the house in the fastest time possible, with extra points for tricks while sliding across the back of the couch and other obstacles like the telly and that bit of dog poo behind the front door. And check out the power-up (bacon grease spilled on the kitchen floor).

2) POTTING SHED BASKETBALL

Get those lumps of compost into ten plant pots in a row to reach the next level, the gore-splattering Rusty Tools Arena.

3) MARATHON KNITTING MAYHEM

An online multiplayer fight to the death. First person to knit the biggest, mingiest jumper wins. Extra points for loud patterns you wouldn't wear if you were paid.

4) THE GAS (aka Fortress Flatulence)

Dodge the hordes of dyspeptic oldies and their noxious emissions. Oops, sorry, that was me, not the game!

On the other hand, although I'm knocking on a bit, I still trashed my 16-year-old stepson on *Red Faction* and *Metal Gear Solid 2*, both of which I completed and he didn't – so there!

John 'Born to be Mild' Dodds

Respect due, You old git.

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Join the Club

Dear PSi2

I find it interesting that some of your readers snipe and make remarks about other games systems. I was one of the few that bought a Dreamcast, and enjoyed playing some great games on it. Good machine and crap marketing. Last year, at a time when funds were a bit limited, I bought a GameCube, mainly because my youngest daughter wanted to play some of the games available. I've had some fun on that too. However, I was getting rather annoyed by the fact that most of the games I really want have a go at were exclusive to the PS2, so I went out and spent my hard-earned cash on a nice new one. My point is, don't knock the other systems unless you have tried them, because at the end of the day we're all gamers.

From Carl Nagel, Leicester

Good point. It's so 'my console's better than your console' with some people. Tut.

What's this car doing here? (Filling up a space – Art Ed)

Get On Down

Dear PSi2

I consider myself a bit of a disco diva and also enjoy having a croon at karaoke too. I've recently turned my PS2 into a karaoke machine with the microphone set up you featured in PSi2 a couple of issues ago, and it's the business! But what I really want to know is if there are any plans for a karaoke game on the PS2? Also do you know when the next DDR game will be out?

Vanessa, Manchester

Never fear, you'll be prancing around in your front room with a head-set on soon. Konami is releasing both Dance Dance Revolution DDR Max2 and Karaoke Revolution (to be used with Sony's headset) sometime soon. In the karaoke game your vocal skills (pitch, rhythm etc) will judge your success in the game. Here's the first art from them both.

Headshrink

Hi, PSi2

I'm writing to ask about the disadvantage of NOT being able to play as the bad guys in top games sweeping the planet like *MGS2*: Substance, and I'm very angry. I even visited the psychologist, but she recommended putting a small sharp nail under my toenail and kicking a leather football as hard as I could but it still didn't stop me from dreaming about being a vampire in *Blade II*!

Yours sincerely,
Egghead, via email

(Oh, and if I win can I have MIDNIGHT CLUB II instead of the other prizes?)

No. You'll have to buy it like everyone else.

You Suck the Big One, Mate

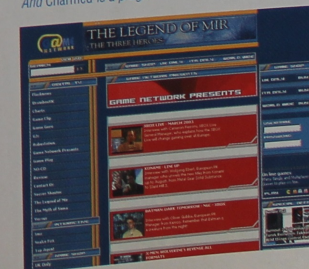
Dear PSi2

I'm sure developers and publishers in the UK, or Japan or USA, could make a great game out of the famous TV series *Charmed*. I think it'd make a great game, with lots of spellcasting, being able to play as Piper, Paige or Phoebe and fight against numerous satanic bosses. It'd be just great! Do you also know of any game TV programmes in the UK that we here in Belgium could get on cable? I only have BBC 1 & 2 online. There are two local games programmes here in Belgium, and one of them really (and I mean REALLY) sucks! Especially the idiot host. I do hope my letter gets published and that he reads PSi2.

Fantastic mag PSi2; keep it up, everyone there.

David Lim, Belgium

The GameNetwork digital channel might meet your needs. You can find out more online at www.gamenetwork.net. And *Charmed* is a programme for girls.



MR T VS PLAYSTATION2

He hates planes, loves gold and is your guide to being a better gamer with pearls of PS2 wisdom...

DEAR MR T:

In the superb *Def Jam Vendetta* I'm having trouble with beating up D-Mob. Do you have any tips?
Carl White, Berk.

Ah pity you, ah really do. The easiest way to defeat him is by submission. Throw him against the ropes and walk slowly to him. As he bounces back, get him in a head hold. It takes about eight of these to make D-Mob submit. After his head health meter is empty, you must repeat the tactic two more times.

DEAR MR T:

I recently bought *X2: Wolverine's Revenge*, and have been finding it hard to defeat Sabertooth. Can you help me, big guy?
Alex Eyres, Devon.

Are you some kinda fool, sucka? First, run up to him and hit him a couple of times. Then, run to the fire in the back of the room. Next, adjust your view so you can see him. He may hit you a few times, but it doesn't matter. Then, go around him and make sure you see his back. When it says 'Strike', press Circle and Wolverine will slam him into the tank. If you're hurt, retract your claws and run around until you're healed. Make sure he doesn't chase you. Repeat this process a few times to defeat him.

DEAR MR T:

I recently bought *SOCOM: US Navy Seals*, and have heard you can unlock terrorist weapons in the game. Do you know how?
Liz Charles, Brighton

Successfully complete the game under the Ensign difficulty setting to unlock terrorist weapons in the armory during Single-Player Mode. Successfully complete the game under the Lieutenant difficulty setting to unlock the MGL (Multiple Grenade Launcher).

DEAR MR T:

In *Midnight Club II*, there's a SLFA50X, which is meant to be the best car in the game. How do I get hold of it?
Will Cross, Raynes Park.

Fool. You must win all the races in Los Angeles, Paris, and Tokyo in Arcade Mode to unlock the SLFA50X. It's the fastest car in the game, and can hit 250mph with no boost. You can only use it in Arcade Mode. See you again soon, tools!

NEXT ISSUE: MORE TIPS WITH MR T.

SEND YOUR QUESTIONS TO: DEAR MR T, PSi2, Thin Ice Media, Beacon Place, Opal Way, Stone, Staffordshire ST15 0SS

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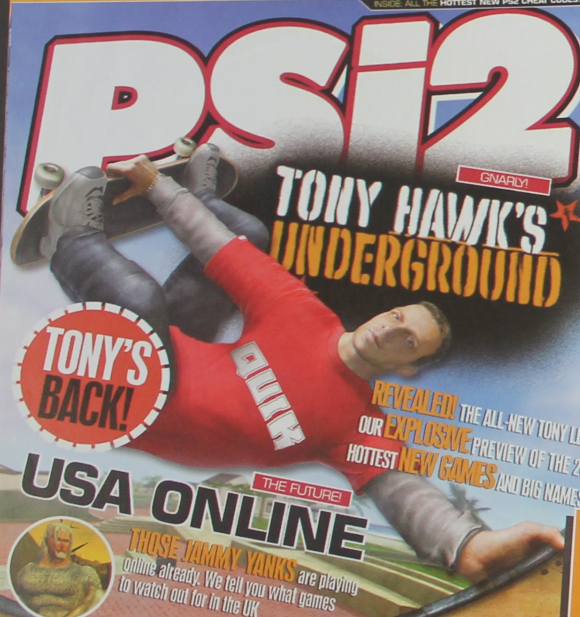
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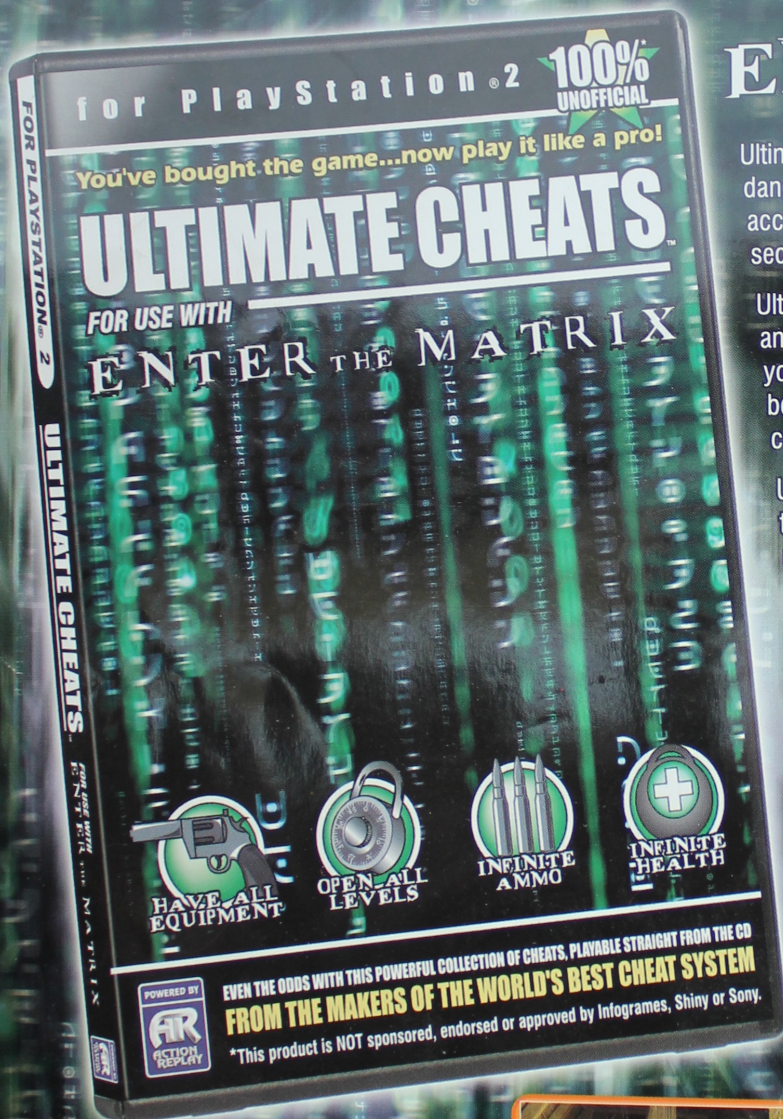
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